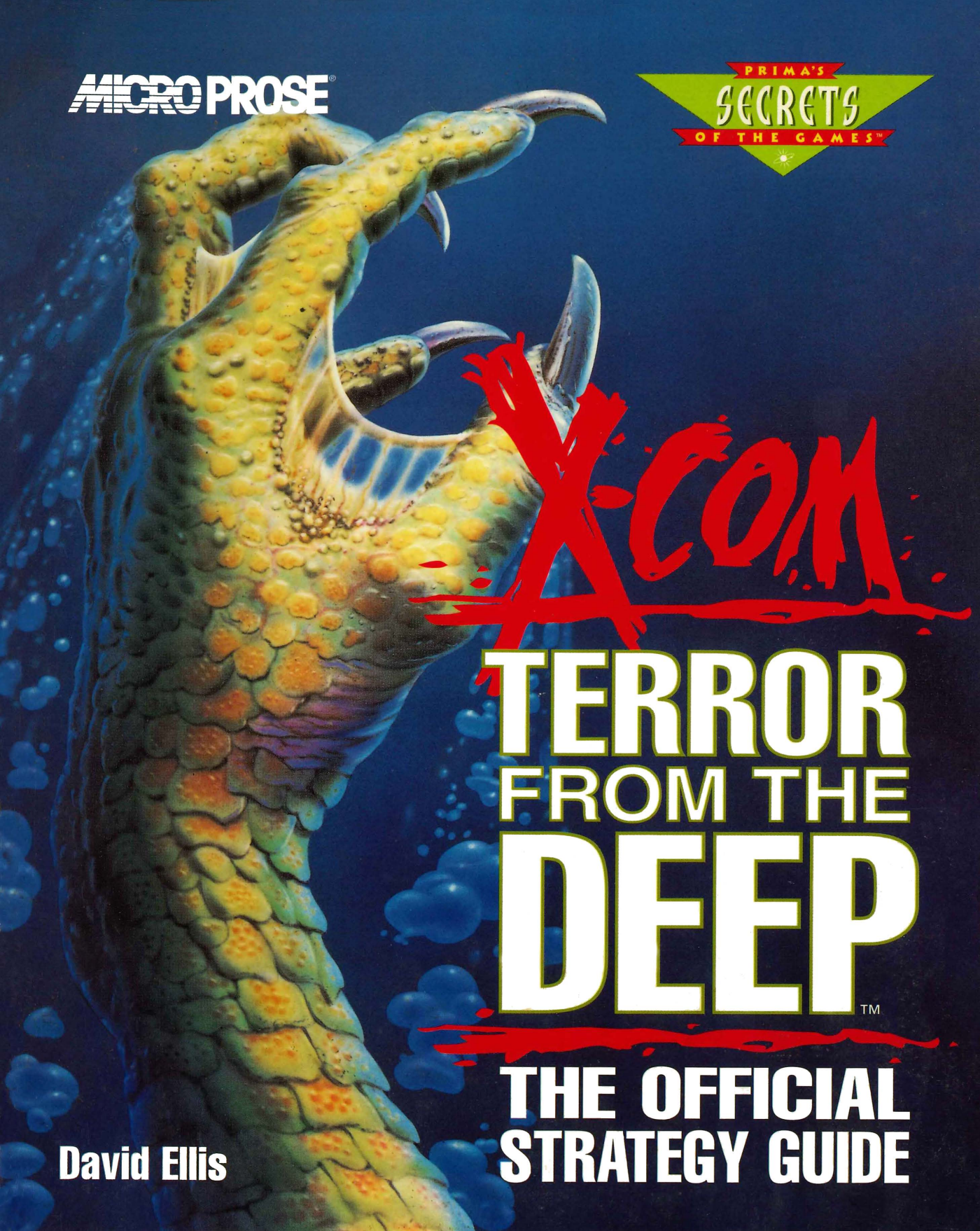
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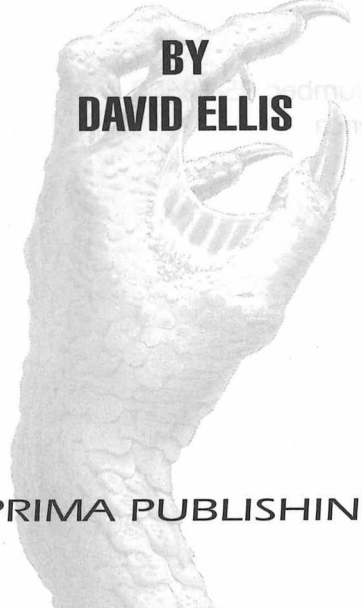
X-COM

TERROR FROM THE DEEP™

THE OFFICIAL STRATEGY GUIDE

BY
DAVID ELLIS



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Acknowledgments

And I thought it would be easy the second time around!

Well, to be honest, I guess writing this book was easier than writing the first one, at least for the most part, but it definitely wasn't as easy as I expected.

I was a little worried when I saw the earliest versions of *Terror from the Deep*. I had a copy even before MicroProse Q.A. got a hold of it, and the earliest version played exactly like *X-COM UFO Defense* with spiffy new graphics. Based on this earliest of game iterations, I made two assumptions: first, that the public would be outraged that this was exactly the same game as the first one and, secondly, that I could probably zip through writing the strategy guide for *Terror*, since I had already written the the same book last year.

You know what they say about assumptions . . .

It turns out that *Terror from the Deep* is a very different game than its predecessor. Sure, the interface and feel of the new game is extremely close to *Defense*, but that's as it should be. Why alienate (no pun intended) an audience thrilled with the original game by producing a sequel that starts the learning curve all over again? Those who have played *UFO Defense* can concentrate on new strategies of game play, rather than focusing on learning a whole new set of controls. As for the final product, kudos to the design team. It's really frustrating to play at first–and a hell of a lot of fun!

As for "zipping through" the writing of this guide, I actually found myself with more information that needed to be included than I could have dreamed of. A lot of long hours and late nights went into the creation of this book. An unbelievable number of changes have been made to this game, and I have tried to cover as many as possible. I think I came pretty close.

Acknowledgments

Of course, there are a number of people without whose help I could never have gotten this done. First there's Chrispy Bowling and Andy Mazurek (Q.A., MicroProse U.S.) who slipped me covert information and saved games from England even before I was able to get any official help. I'm glad they were over there at the right time. Also, the whole MPS Hunt Valley Q.A. team contributed hints along the way and provided me with new versions every day. They even let me vent my (frequent) gaming frustrations on them throughout the whole process (damn those Lobster Men!). Also, thanks to the U.K. Q.A. team who sent me hints as well.

The MPS Hunt Valley documentation department was also very helpful in the development of this guide. Thanks to Chris Manley, I actually had a game manual to reference as I wrote. And, of course, John Possidente was very helpful (as always), acting as my "agent" throughout the process. Also, thanks to John Cameron in the MPS art department for providing some last-minute illustrations on very short notice.

I'd also like to thank Barb Karg of Up All Night Productions, and the whole team at Prima who worked day and night to make this book happen.

The most help of all, however, came from Stephen Goss and the entire *Terror from the Deep* development team. As good as his word, Stephen made himself available to answer every nit-picking question I threw at him on a daily basis after the game mastered. Armed with his answers and about 14 sleepless nights in a row, this book was not only on time, but an entire week early. Without his help, I would have had to make up everything–and that wouldn't make for a very useful strategy guide, would it? Thanks.

As always, special thanks to my wife, Meghan. She provided no game information whatsoever, but she stood behind me throughout this entire project–mostly because she needed to use the computer! Thanks for your support. The computer is now at your disposal.

Dave Ellis
April 7, 1995

Foreword

CLASSIFIED: EYES ONLY.

(From the mission recorder of the USS Khimtar, Sub-Oceanic Reconnaissance And Extraterrestrial Salvage Operation (S.O.R.E.S.O.), North Atlantic, 20 September, 2039.)

"Approaching UFO Crash Site-137. Range, twenty-seven nautical."

Grayson looked up from the Khimtar's status report with only moderate interest. It had been seven months since the Khimtar had left the sub pens at New London, and since then they had located only five crash sites. Every one of them had been the same story–every one of the UFOs had been decayed to the point that they were barely recognizable. The Alien Alloys had been melted to slag, and any Elerium-115 that might have been left in the wreckage had long since turned to worthless radioactive jelly. There was no reason to believe that UFO-137 would be any different. But it was S.O.R.E.S.O.'s job to find out, and Commander Bill Grayson was nothing if not a company man.

"Commander?" It was Poldark at the sonar station. "Have a look, sir. It's the Titanic."

Grayson walked to the sonar station and looked over Poldark's shoulder just as he switched on the Khimtar's forward camera. It was impossible not to feel a little chill of excitement as the bow of the ancient luxury liner came into view. Even after almost 130 years, she still had a certain majesty about her. Of course, much of her superstructure had been picked clean of artifacts by 1998, but the revisions to the Marine Salvage Act had put a stop to further plunder just after the beginning of the 21st century.

This was the first time Grayson had seen the wreck in person, but being a history buff, every detail of the site was committed to memory. Even so, it took Jason Connery, Khimtar's second officer, to point out the newest addition to the old liner's wreck.

"Damn!", said Connery. "Check that out. UFO-137 must have crashed right into the forecastle. Check out that hole in the deck."

Foreword

Connery was right. Near the forward well deck of the Titanic was a new hole which had obviously been made long after the old ship had come to rest on the bottom

"Bring us to 500 meters and fire a probe into that opening," said Grayson. "Maybe we'll get lucky. The hull of the ship might have shielded the UFO from some of the normal deterioration."

"Range is 500 meters," said Jenny Martin at the helm. "Holding station."

"Probe away!" Poldark called out. "Receiving telemetry."

There was a period of silence, broken only by the bleeping of the probe's transmission. Grayson watched as Poldark watched the telemetry readouts. The Commander knew from Poldark's expression that the news wasn't good.

"Sorry, sir," Poldark said, looking up. "Same as the others. Hull's gone, and no trace of aliens or Elerium."

"Figures," said Grayson, dropping back into his chair in the center of the cramped bridge.

"I don't even know why we're still doing this," said Martin. "The UFOs they found the year after the war had already decayed beyond use. What's the point in finding the rest?"

"It's our job," Grayson said, without much conviction. Jenny's opinion was shared by most of the members of S.O.R.E.S.O., including himself. The whole alien issue was as dead as the aliens themselves, as far as the peons were concerned. Only the military still seemed to think that there was something to be learned by locating the last few UFOs which had been downed over the ocean.

Grayson put these thoughts aside. "Okay, people. Set course for Crash Site - 239. Let's get out of..."

"Sir!" Poldark almost leaped out of his seat. "I have an unidentified contact, bearing 337, range 25 nautical. Speed... My God!" Poldark tapped the digital readout as if it would change. It didn't.

"What's the speed?" Grayson asked.

"Sir, it's moving at just over 4000 knots!"

Foreword

"Impossible!" Grayson said. He was just standing to move toward the sonar station again when the Khimtar shuddered, nearly knocking him to the floor.

"Shock wave!" Jenny said, manipulating the helm to keep the submarine in place. "Whatever it is just passed within ten meters."

"It's coming around," Poldark said. "Heading back our way, range 35 nautical."

"Got an I.D. on it yet? With a speed like that, it has to be one of those British Hydrospace prototypes."

"Negative," Poldark replied. "The sonar signature doesn't match any known configuration."

"Jenny," Grayson called out. "Full speed astern, evasive pattern delta-four."

"The target is slowing, sir," Poldark said. "Matching our speed and course." There was a frantic bleeping from the panel in front of him. "Target is firing weapons!"

The words had barely left Poldark's mouth when the Khimtar was shaken by the impact of an incredible explosion. The bridge lights dimmed and went out as everyone was nearly thrown from their stations. More than a dozen leaks appeared in the bulkhead seams near the floor and ceiling.

Poldark pulled himself back up to the sonar station and wiped a thin sheen of salty water from the readouts. The only light on the bridge was from the sonar screen and from a small fire which now burned on one of the navigation panels.

"Engineer reports hull breach just aft of the forward torpedo room! They've sealed the compartment, but we have no weapons control." Poldark checked the sonar screen. "Enemy is coming about for another run."

Grayson returned to the sonar station. "Can you get me a visual?"

Poldark worked the controls, and the camera view of the approaching enemy sub appeared on the screen. The lines and configuration were entirely unfamiliar, but to Grayson, who was the only member of Khimtar's crew who was old enough to have been an X-COM soldier in the First Alien

Foreword

War, there was something vaguely familiar about the overall design of the craft. What it suggested was almost beyond Grayson's comprehension. He and Poldark watched in silence as a coherent wave of energy emerged from the bow of the enemy sub.

"They're firing again," Poldark said needlessly.

This time, the Khimtar was almost blown apart by the blast. She developed a pronounced list to the port, and Grayson could see from the forward viewport that they had begun to plunge toward the wreck of the Titanic. Water now ran through the hull breaches in torrents, and within seconds it was up to Grayson's ankles. Quickly, he moved to his command chair and flipped open a panel in the chair's arm. Inside was the red button which would send a distress call over an emergency-only communications channel that Grayson had never expected to use. Without a second thought, he slammed his fist down on the button and transmitted a message as quickly as he could.

He finished just in time to catch a glimpse of the Titanic's memorial plaque as the Kimtar impacted against the side of the old liner, and her crew joined the 1500 souls who had died there over a century earlier...

Deep in the bowels of the pentagon in Washington, D.C., a dusty printer connected to an equally dusty communications array chattered to life for the first time in nearly 40 years. It was nearly two days after the Khimtar's destruction when someone finally entered the long-abandoned control center and actually read the message sent by Commander Grayson:

EMERGENCY! Priority X-COM ALPHA 1.

USS Khimtar, Longitude 51.3 West, Latitude 41.25 North.

Under attack from unknown craft. Enemy designation unknown, but believe it to be of non-terrestrial origin. Repeat: intruder origin NT. Possible new alien threat imminent. Khimtar damaged beyond repair. Going down.

I think they're back . . .

–Grayson, William, Commander S.O.R.E.S.O

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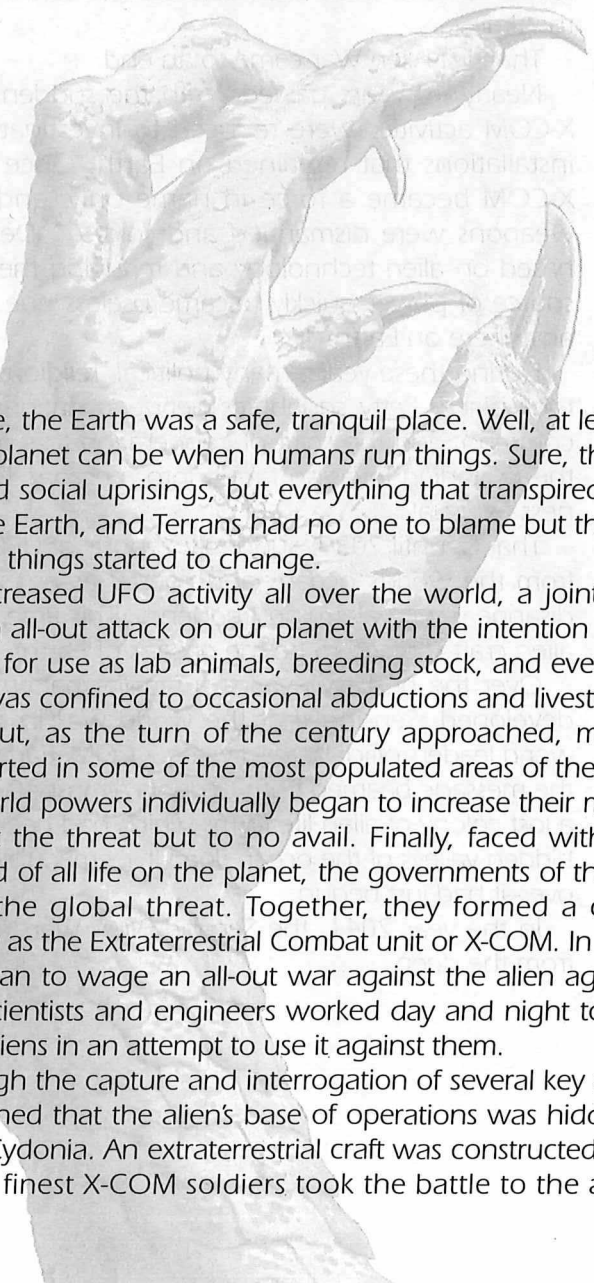
Chapter 1

X-COM Then and Now—An Overview



Once upon a time, the Earth was a safe, tranquil place. Well, at least as safe and tranquil as any planet can be when humans run things. Sure, there were wars and political and social uprisings, but everything that transpired was confined to the nations of the Earth, and Terrans had no one to blame but themselves.

But in the 1990's, things started to change.

After years of increased UFO activity all over the world, a joint force of alien beings launched an all-out attack on our planet with the intention of "harvesting" the people of Earth for use as lab animals, breeding stock, and even food. At first, the hostile activity was confined to occasional abductions and livestock mutilations in isolated areas. But, as the turn of the century approached, more and more incidents were reported in some of the most populated areas of the world.

Several of the world powers individually began to increase their military strength in order to combat the threat but to no avail. Finally, faced with the very real possibility of the end of all life on the planet, the governments of the world joined forces to combat the global threat. Together, they formed a covert military organization known as the Extraterrestrial Combat unit or X-COM. In the year 1999, X-COM soldiers began to wage an all-out war against the alien aggressors, while the organization's scientists and engineers worked day and night to assimilate the technology of the aliens in an attempt to use it against them.

Eventually, through the capture and interrogation of several key alien creatures, X-COM officials learned that the alien's base of operations was hidden on Mars in an area known as Cydonia. An extraterrestrial craft was constructed, and a heavily armed team of the finest X-COM soldiers took the battle to the aliens. After a

fierce battle that raged across the Martian surface and continued deep into the alien stronghold, the controlling alien "Brain" was located and destroyed, ending the Cydonian threat and leaving Earth safe from alien incursion.

Just prior to the death of the "Brain," a transmission was sent from the Cydonian base to Earth. Though the contents were coded, authorities assumed this message was merely a final, desperate plea for reinforcements from alien colonies on Earth. No reaction was noted at the time.

The First Alien War came to an end.

Nearly 40 years passed. With the sudden cessation of alien activity, X-COM activities were reduced to investigating and dismantling alien installations that remained on Earth. Once this task was completed, X-COM became a force in name only, and most of its facilities and weapons were dismantled and sold off. Devices, weapons, and craft based on alien technology and requiring the element Elerium-115 as a source of power quickly became useless due to the lack of this element anywhere on Earth.

During these years, many political, religious, and economic upheavals took place. Petty squabbles between nations became more and more common, and the spirit of cooperation that reigned during the years of the Cydonian invasion faded into memory. Earth had returned to business as usual.

That is, until 2039. Suddenly, reports of UFO activity started coming in from the world's oceans and coastal areas. Ships and aircraft began to disappear with alarming frequency. This time, the point of origin for the alien craft seemed to be the oceans of Earth.

Over the next two years, a familiar pattern of increased alien activity developed. Sensing that the world was in for another alien invasion, world leaders officially reactivated X-COM. Early investigations showed that the message beamed from Cydonia almost 40 years earlier had awakened a lost colony of alien life forms which had been buried for centuries in the hidden valleys of the ocean floor. It seemed that the alien threat wasn't yet over–it had just begun.

In the year 2041, the Second Alien War began–to combat the terror from the deep. . . .

Yikes! This is a Sequel?

As hard as it may be to believe, I suppose there are a few people out there who have not yet played *X-COM UFO Defense*. Those people may be apprehensive when they discover that *Terror from the Deep* is a sequel to an existing game.

Obviously, the first question that comes to mind is, "Can I play *Terror from the Deep* without having played the original game?" The answer is definitely "yes." Although this game continues with the existing X-COM storyline, *Terror from the Deep* is a completely self-contained game and can be played with no knowledge whatsoever of the original game.

The second question is probably, "If I go back and play the original, would it help me become a better player at this game?" Well, maybe. Many of the basic principles and strategies of playing the original game apply when playing *Terror from the Deep*, so it may help to have an established background in the first game. However, gaining insight to the game's principles and strategies is the reason you purchased this book in the first place, so you really shouldn't need to search for hints elsewhere. I do, however, heartily recommend playing *X-COM UFO Defense*, because it's such a great game.

Finally, you might ask, "Is this game harder to play than the original?" The answer to that is "absolutely." Those who have played the original game would be pretty disappointed if it weren't! If you get frustrated with *Terror from the Deep*, go back and try the original for awhile, then come back to the new game. You may find it a helpful experience. Or, you could just read this strategy guide! That's what it's here for.

X-COM: UFO Defense Versus X-COM: Terror from the Deep—What's New?

Veterans of MicroProse's original X-COM game, *X-COM UFO Defense* (also known in Europe as *UFO Enemy Unknown*) probably want to know the differences between the original game and this sequel. Although many similarities in gameplay exist, there are also some important differences to note. These changes and additions combine to make *Terror from the Deep* a much more difficult game than its predecessor. This chapter includes a brief overview of these changes, and new

features and controls that did not appear in the first game are highlighted throughout the book with a new symbol

so that veteran players may easily reference them.

The Object of the Game

In the first game, the object was to keep the people of Earth safe from the alien threat, while accumulating the technology and knowledge necessary to mount a final attack to destroy the aliens' base on Mars. These events form the part of *Terror from the Deep's* history known as the First Alien War.

The final objective in *Terror from the Deep* is very similar: You must keep the people of the Earth safe from the alien threat while accumulating the technology and knowledge necessary to mount a final attack on T'leth, the alien's main city. This time, however, the final objective is located in the depths of the Earth's oceans, rather than on another planet.

While the goal of the game may be similar, achieving that goal is much more difficult this time.

Research

In *X-COM UFO Defense*, one of the most important activities in each game turn was to keep the X-COM scientists busy researching new technology, both Terran and alien. This allowed you to equip your forces with the latest equipment and weapons, in turn allowing them to put up a good fight against the aliens. Without research, there was no way to complete the game.

This remains true in *Terror from the Deep*, but even more so! During the years separating the events of the original game from the events of this one, all of the technology discovered by X-COM scientists was either sold off or became unusable due to the lack of Elerium-115, a rare element not found on Earth that was required to power most alien devices. In addition, the X-COM equipment that did not require Elerium-115 as a power source proved unsuitable for use in the corrosive, high-pressure environment under the sea.

Because of these factors, your scientists must start from the beginning, researching weapons and other equipment to be used in the new conflict and studying the new aliens and their equipment for clues on how to defeat this new invasion. This is especially important in *Terror from the Deep*. For the most part, the research required to

construct advanced weaponry, vehicles, and equipment is much more extensive and convoluted. Therefore, it takes much longer to research most items.

Interceptions and Assault Missions

As in *X-COM UFO Defense*, the aliens in *Terror from the Deep* have an agenda. In fact, their agenda is the same as that of the Cydonian aliens–the eradication of human life and the total domination of the planet. In order to accomplish these tasks, the aliens set up bases all over the world and send out their craft, in this case flying submarines rather than UFOs, on various missions of abduction and terror.

Interception of alien craft takes place in the same manner as the original game, utilizing X-COM flying intercept subs. Once an alien craft is shot down, a transport sub full of X-COM operatives may be sent to investigate the site of the downed alien sub.

The types of assault missions in *Terror from the Deep* correspond with those of the original game but with some interesting changes. Assault and recovery missions now take place underwater, as do assaults on alien colonies. Terror missions, in which aliens land in order to terrorize and kill civilians, take place in several land-based settings or on board cargo and passenger ships at sea. The environmental changes between the different assault missions make it necessary to develop an almost entirely new approach to tactics, much different from the battle tactics used by veterans of the original game. These tactics are covered in detail later in this book.

Weapons and the Environment

As previously mentioned, the frequent changes between an aquatic and dry environment require you to create two sets of battle tactics. The most pronounced difference in fighting in a wet or dry environment comes from the type of weapon you choose to equip your aquanauts. Many of the weapons available feature environmental restrictions. Some weapons are environment-specific and do not function in a non-aquatic environment. These restrictions add new strategic dimensions to the combat strategies in *Terror from the Deep*.

Also, *Terror from the Deep* includes three new hand-to-hand weapons: the Heavy T.L., the Thermic Lance, and the Vibro Blade. This type of weapon requires new attack methods that didn't exist in the original game.

The Aliens

Finally, one of the major differences between the original game and *Terror from the Deep* is the array of aliens that must be dealt with by X-COM. This latest batch of creatures was genetically engineered to withstand the tremendous pressures of a deep-sea existence. Many of them are much more difficult to kill than their Cydonian counterparts in the first game.

As a part of your research in the game, it is very important to learn as much as possible about the new aliens in order to combat them effectively.

About This Strategy Guide

In order to understand how to use this book to your best advantage, I thought it would be helpful to explain a few things about what is included in the strategy guide and how it is organized and presented.

Organization of Topics

X-COM Terror from the Deep is a diverse strategy game and, as such, is composed of many different topics that must be covered separately for the sake of clarity. However, these topics intertwine and do not easily separate from the game as a whole. As a result, you, the reader, will find numerous references to related topics interspersed throughout each chapter.

This book starts with the basics, covering the mechanics of gameplay and describing the equipment available to your X-COM team. It then proceeds to discussions of finance and research. From there, it moves to the tactical portion of the game, describing the interception of alien craft and the deployment of X-COM aquanauts on assaults, including a section devoted to the final battle: the assault on T'leth, the home of the Ultimate Alien.

Game Walkthroughs

X-COM Terror from the Deep is a complex game. Though many aspects of each game played remain exactly the same all the time, many

random factors create differences in the sequence of events–and, indeed, in the characteristics of the events themselves in each game. Because of this, it is impossible to provide a step-by-step walkthrough of a game. Any attempt at this would just serve to confuse and frustrate the person trying to follow it.

To compensate for this as much as possible, this book includes maps of every type of alien submarine that may be encountered during the course of an assault mission. Also, although alien colony layout is random, illustrations of typical structures found in these bases are provided. These maps certainly don't guarantee your success on an assault mission, but they may reduce your chances of being surprised by aliens hiding around some blind corner.

For those players who prefer to be taken through the start of a game step by step, the first section of the game manual provides an excellent tutorial on the basic functions of the game.

Game Versions

As of the time this strategy guide was written, MicroProse had planned for the release of two versions of *Terror from the Deep*: one on 3.5" floppy disks and the other on CD-ROM. The only difference between the versions are several extended animation sequences, complete with music and digitized speech, that appear on the CD-ROM version. Otherwise, the two versions of the game are identical.

Unlike *X-COM UFO Defense*, *Terror from the Deep* is being released simultaneously in Europe and the United States under the same title.

An updated version, containing game tweaks and minor changes is currently in test. Information on the changes made in the update are covered in Appendix B.

Manual Instructions Versus Strategy Guide Instructions

Many topics covered in this strategy guide overlap with the instructions presented in the game manual. In most cases, however, the coverage of topics presented here goes into more exacting detail than is possible within the constraints of a game manual. This book is by no means meant to be a substitute for the manual. In fact, it assumes a basic knowledge of the manual. The purpose here is merely to elaborate on the information in the manual.

Also, because of time restrictions involved in the printing process, the game manual is usually sent to the printer while the software itself is still in an unfinished or "beta" version. This means that some parts of the game may change after the manual is finalized, which may occasionally lead to new or altered last-minute game features being omitted from the manual. This is no one's fault; it's just the way the process works. So, there is no need for hostility toward MicroProse or anyone else.

Since the release of this strategy guide follows the release of the game by several weeks, I have had the opportunity to compare the manual with the final version of the game. Therefore, if there are discrepancies between the manual's instructions and those presented here, go with the strategy guide–it was written last.

Computer References

Only one computer-related reference appears in this book, and most people are already familiar with the term. However, since I use it constantly, it should probably be explained anyway. . .

Click refers to pressing and releasing a button on the mouse to perform an action within the game. Unless otherwise specified, all instructions to *"click"* something refer to moving the cursor arrow to the option or object described, then pressing and releasing the left mouse button.

Spelling

Since *Terror from the Deep* was developed in the UK, the spelling in the game uses British conventions, rather than those commonly used in the United States. Some examples include: "UFOpaedia," "centre," and "utilise."

Without wishing to cast dispersions on anyone, I decided to write this book using spellings commonly used in the United States. Therefore, the words in the example above appear as "UFOpedia," "center," and "utilize." This change was made strictly to keep spelling consistent throughout this book and is not meant to insult or confuse anyone.

Mastering the Game

Some players, after reading a strategy guide, may expect to become instant masters of the game. This is perhaps possible in those games that lend themselves to detailed, step-by-step Walk-throughs, but it's not the case with *X-COM Terror from the Deep*.

This is a complex strategy game. So many different possibilities are presented throughout the course of the game that even the most detailed knowledge of the elements and strategies won't make you win every battle. Therefore, I cannot promise that reading this book guarantees victory in every game you play. It's possible, but not likely.

What this book is designed to do is give you as much information as possible on the game to enable you to formulate solid strategies and make informed decisions based on the data hidden within the game. It is designed to give you the knowledge necessary to logically think your way through the game and to make the right choices along the way.

When it comes right down to it, isn't that more satisfying (and more fun) than being led through the game step by step?

A Final Word to X-COM Veterans

Although many aspects and characteristics of *X-COM Terror from the Deep* are identical to *X-COM UFO Defense*, many players who may have been quite good at the original game may find the sequel a frustrating experience. It is important to keep in mind that, despite the many cosmetic and gameplay similarities, *Terror from the Deep* is at heart a very different game. Even at the beginner level, it's a much more difficult game than the original. This means that entirely new strategies and thought processes are necessary to be successful in most situations.

But, instead of being frustrated with the new game, consider briefly how upset you would be if this game were exactly the same as *UFO Defense*. The changes in difficulty allow you to experience the thrill of overcoming new obstacles, while still enjoying a game for which the mechanics are familiar to you. Since you already know how the game works, you can concentrate on the development of tactics to defeat the stronger, smarter aliens of *Terror from the Deep*.

Be patient, and use the information and statistics in this strategy guide to your advantage. Soon, you may view the added difficulty not as a source of frustration, but as a source of added enjoyment.

Knowing the Score— The Role of Scoring in Terror from the Deep

Although winning the game is not directly related to accumulating a score, a scoring system is used in *Terror from the Deep*. X-COM's performance is measured by the number of points received for accomplishing various tasks throughout the course of the game, as compared to the points received by the aliens for accomplishing their goals. Presented below are the details of how the game is scored.

X-COM Scoring

As the player, your score is tallied on a monthly basis and is determined by the performance of your X-COM unit in the following areas:

- Interception and Destruction of Alien Craft
- Performance of Assault Missions
- Performance of Research Work

Success in each of these areas leads to a high score, while poor performance leads to a low or even negative score. A consistently good score throughout the course of the game is very important, because it is the leading factor for determining the amount of funding X-COM receives from world governments. Consistently low scores may lead to some or all funding organizations reducing your funding or, in extreme cases, to their cutting off funds completely.

At the end of each game-month, you receive a status report that lists your score at the top and explains any increase or decrease in funds as a result of your monthly score. The X-COM Project Monthly Report is shown in Figure 1-1.

Your monthly score is given a verbal rating based on the total number of points you receive over the course of the month. The rating system is as follows:

- Excellent = 501 points or greater
- Good = 0 to 500 points
- OK = -900 + (100 x game difficulty level) to -1 points
- Poor = (-900 + (100 x game difficulty level)) - 300) to (OK rating - 1)
- Terrible = (Poor rating -1) or lower

Figure 1-1.
The X-COM Project Monthly Report.

(The value for game difficulty level is a variable that is inserted into the equation to make scoring requirements easier at lower difficulty levels.)

The breakdown of how points are gained and lost by X-COM is presented in the next several sections.

Scoring for Interceptions

Alien vehicle activity is monitored by your bases through the use of detection equipment. As soon as an alien submersible is detected, intercept craft must be launched to either force down or destroy the alien craft. You receive points for every alien craft that is either downed or destroyed, as shown in Table 1-1. Points are lost if the X-COM craft sent on the intercept mission is destroyed, as shown in Table 1-2 (see page 12).

Table 1-1 Points Scored for the Destruction or Downing of Alien Subs

Alien Submarine Type	Submarine Destroyed	Submarine Downed
Survey Ship	100	50
Escort	150	75
Cruiser	250	125
Heavy Cruiser	500	250
Hunter	500	250
Battleship	1000	500
Dreadnought	1400	700
Fleet Supply Cruiser	800	400

Table 1-2 Points Lost due to the Destruction of X-COM Craft

X-COM Submarine	Points Lost
Leviathan	-400
Hammerhead	-300
Manta	-250
Barracuda	-250
Triton	-200

Scoring for Assault Missions

As explained later in this book, the game features many different varieties of assault missions. No matter what the assault mission type, however, each mission includes many opportunities to gain and lose points. There are three aspects of an assault mission that provide opportunities to increase or decrease X-COM's score.

The first level of scoring is based on the actions taken by the X-COM team throughout the course of the mission. Table 1-3 shows the points that may be gained and lost through the actions of your squad.

Table 1-3 Points for Assault Mission Actions

Action	Points
Synomium Site Destroyed	750
Alien Base Destroyed	500
Each Civilian Saved	30
Each Civilian Killed by Aliens	-30
Each Civilian Killed by X-COM	-50
Each X-COM Soldier Missing in Action	-20
Each X-COM Soldier Killed	-20
Each SWS Destroyed	-30

The second scoring opportunity deals with the aliens present at the assault mission site. Points are received for each alien captured or killed during the mission. The number of points received varies according to the species and rank of the alien, as shown in Table 1-4 (see page 13).

Table 1-4 Points for Killing or Capturing Aliens

Alien/Sub-Class	Alien Killed	Alien Captured
Aquatoid Soldier	10	20
Aquatoid Squad Leader	10	20
Aquatoid Technician	10	20
Aquatoid Medic	10	20
Aquatoid Navigator	10	20
Aquatoid Commander	10	20
Gill Man Soldier	15	30
Gill Man Squad Leader	17	34
Gill Man Technician	20	40
Gill Man Commander	20	40
Lobster Man Soldier	20	40
Lobster Man Squad Leader	25	50
Lobster Man Technician	30	60
Lobster Man Navigator	35	70
Lobster Man Commander	40	80
Tasoth Soldier	18	36
Tasoth Squad Leader	22	44
Hallucinoid	35	70
Calcinite	20	40
Xarquid	30	60
Deep One	12	24
Tentaculat	25	50
Bio-Drone	25	50
Triscene	25	50
Drone	18	—

Finally, points may be accumulated in an assault mission by collecting alien debris, equipment, and corpses. Upon successfully completing an assault mission, you automatically collect all alien items at the site of the mission. The points received for the collection of alien items are shown in Table 1-5 (see page 14).

Table 1-5 Points for the Collection of Alien Corpses, Equipment, and Artifacts

Item	Points
Sonic Cannon	5
Cannon Power Clip	1
Sonic-Blasta Rifle	4
Blasta Power Clip	1
Sonic Pistol	3
Pistol Power Clip	1
Disruptor Pulse Launcher	5
Disruptor Ammo	1
Thermal Shok Launcher	4
Thermal Shok Bomb	1
Sonic Pulser	1
Vibro Blade	2
Thermic Lance	4
Heavy T.L.	5
M.C. Reader	2
Ion Accelerator	20
Magnetic Navigation	5
Alien Implanter	2
Alien Cloning	2
Alien Learning Arrays	2
Alien Examination Room	2
Alien Cryogenics	2
Aqua Plastics	1
Zrbite (per 50 units)	10
Aquatoid Corpse	5
Gill Man Corpse	5
Tasoth Corpse	5
Lobster Man Corpse	5
Deep One Corpse	3
Calcinite Corpse	5
Tentaculat Corpse	3
Triscene Corpse	3
Bio-Drone Corpse	3
Xarquid Corpse	5
Hallucinoid Corpse	3

Like your monthly rating, each mission is given a verbal rating based on the amount of points you accumulate. These ratings are as follows:

- Excellent = 501 or more points
- Good = 201 to 500 points
- OK = 0 to 200 points
- Poor = -199 to -1 points
- Terrible = -200 points or less

Scoring for the Completion of Research

The items researched by X-COM scientists over the course of each month are taken into account when the score is tallied. This gives an added incentive for completing research work; not only does it improve your equipment, it also increases your monthly score. The points received for the completion of research projects are shown in Table 1-6.

Table 1-6 Points Scored for the Completion of Research Projects

Research Project	Points
Gauss Technology	10
Particle Disturbance Scanner	20
Medi-Kit	20
M.C. Disruptor	20
Sonic Cannon	30
Cannon Power Clip	7
Sonic-Blasta Rifle	25
Blasta Power Clip	6
Sonic Pistol	20
Pistol Power Clip	5
Disruptor Pulse Launcher	40
Disruptor Ammo	10
Thermal Shok Launcher	30
Thermal Shok Bomb	10
Sonic Pulser	20
Zrbite	40
M.C. Reader	25
Ion Accelerators	30
Magnetic Navigation	30
Alien Sub Construction	30
Alien Cryogenics	30

(Continued on page 16)

Table 1-6 Points Scored for the Completion of Research Projects
(Continued from page 15)

Research Project	Points
Alien Cloning	30
Alien Implanter	30
Alien Learning Arrays	30
Alien Examination Room	30
Aqua Plastics	30
Manta	30
Hammerhead	30
Leviathan	30
Gauss Pistol	10
Gauss Pistol Clip	5
Gauss Rifle	10
Gauss Rifle Clip	7
Heavy Gauss	10
Heavy Gauss Clip	10
Vibro Blade	20
Thermic Lance	25
Heavy T.L.	30
Plastic Aqua Armor	20
Ion Armor	20
Magnetic Ion Armor	20
Sub-Mounted Gauss Cannon	10
Sonic Oscillator	25
P.W.T. Cannon	25
Gauss Defenses	15
Sonic Defenses	25
P.W.T. Defenses	25
Bombardment Shield	25
M.C. Generator	25
M.C. Lab	25
Transmission Resolver	25
Coelacanth/Gauss Cannon	15
Displacer/Sonic	25
Displacer/P.W.T.	25
Alien Autopsies (each)	50
Alien Interrogations (each)	50*
Alien Origins	60
The Ultimate Threat	60
T'leth, the Alien's City	60

*No points are received for the interrogation of aliens if no information is obtained.

Alien Scoring

The efficiency rating X-COM receives at the end of each month is not based solely on X-COM's performance. While X-COM is busy fulfilling their mission and accumulating points each month, the aliens are also receiving points for accomplishing their goals. When it is time for the X-COM Project Monthly Report, the final rating for X-COM efficiency is based on the comparison of their score to that of the aliens. If the alien's score is consistently lower than X-COM's, you are doing your job well. If the alien's score is consistently higher, however, you are failing in your mission. This results in a poor monthly rating and eventually leads to a loss of funding. The relationship between score and funding is covered in more detail in Chapter 5.

The scores received by the aliens are shown in Table 1-7.

Table 1-7 Alien Scoring

Alien Action	Points
A Synomium Site is Ignored by X-COM	2000
A Terror Site is Ignored by X-COM	1000
An Alien Colony is built	50
Each day an Alien Colony exists on Earth (per colony)	5
Aliens sign a pact with a funding organization	150
Each alien sub which moves across the map	1
Each alien sub which touches down	2
Aliens successfully complete a Resource Raid mission	30

How to Win the Game

As stated earlier, winning the game consists of more than accumulating points. The minimum effort required is to research the proper topics to locate the final alien colony and to build a craft that can get you to this base. Once there, it is merely a matter of fighting your way into the base and destroying the alien leader. Theoretically, this can be done even if your performance rating is only average throughout the game. However, mediocre performance more often than not leads your forces to an early defeat.

How to Lose the Game

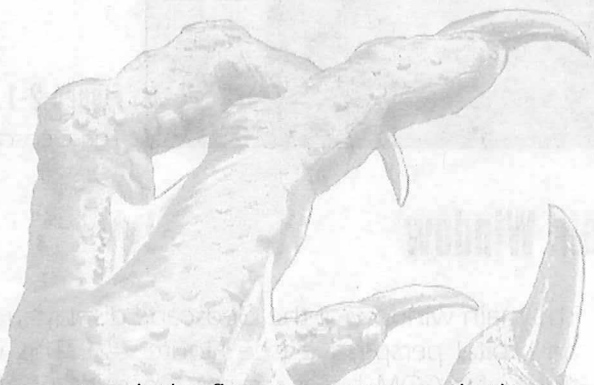
It is important to avoid sub-par performance over the course of the game, since there are more ways to lose the game than there are to win. The following conditions cause the game to end in a loss:

- ►You stay over $1 million in debt for two consecutive game-months
- ►You achieve a monthly rating of "bad" in the overall X-COM score for two consecutive months. The score that results in a "bad" rating varies according to the game difficulty level, as follows
  - ►Beginner Level -900
  - ►Experienced Level -800
  - ►Veteran Level -700
  - ►Genius Level -600
  - ►Superhuman Level -500

- ►All X-COM bases are captured by aliens (no X-COM bases remain in the game).
- ►Your attempt to destroy T'leth fails, regardless of what other forces you may have available. You have only one chance to assault the final colony.

Chapter 2

The Geoscape Screen



Since the Geoscape screen is the first screen you see in the game, it is probably the best place to start. Veterans of *X-COM UFO Defense* will instantly recognize the layout and controls on this screen; little has been changed on this display from the original game. However, for those *Terror from the Deep* players out there who are completely new to X-COM, this important screen and its functions require explanation.

When you are not leading your aquanauts into combat, you spend most of your time in the game on the Geoscape screen. From this display, you choose the location of your bases, monitor the activity of alien subs, search for alien colonies and installations, and launch all intercept and assault missions. The controls of this screen also allow you to monitor and control the passage of game time, and provide access to statistical and other information which affect the progress of the game.

The Geoscape is shown in Figure 2-1 (see page 20). The display is divided into the following five sections, each of which is explained separately in this chapter:

- **Main Window** The largest section of the screen, displays a 3-D view of the Earth
- **View Controls** Located in the lower right, just below the game time controls
- **Menu Options** The five buttons in the upper right section of the screen, labeled Intercept, Bases, Graphs, UFOpedia, and Options
- **Game Time Indicator** On the right side of the screen, just below the menu options
- **Game Time Controls** The six buttons just below the game time indicator

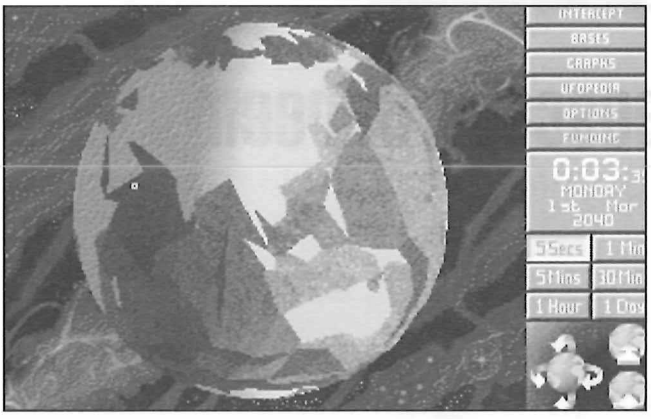


Figure 2-1.
The Geoscape Screen.

The Main Window

The main window of the Geoscape displays a 3-D map of the Earth from an orbital perspective (see Figure 2-2). This window displays the positions of X-COM bases, tracks the path of alien subs, and shows the locations of terror sites, enemy bases, and alien vehicles that have been shot down. This section of the Geoscape also allows you to control and monitor the progress of X-COM subs that have been dispatched on intercept or assault missions.

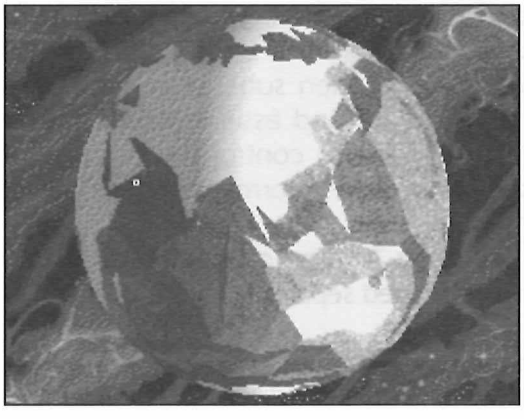


Figure 2-2.
The Main Window of the Geoscape.

The View Controls

The view controls are directly linked to the Earth map displayed in the main window. These controls enable you to rotate the globe in any

direction in order to view a different section of the world. The controls also enable you to zoom the view in for more detail or out for a wider view of the map.

The three view controls are represented by icons (see Figure 2-3). The icon with the four arrows controls the map's rotation. Each time you click on one of the arrows, the globe rotates in the indicated direction. If you want to center the map view on a specific location, move the cursor arrow onto the map itself and click the right mouse button.

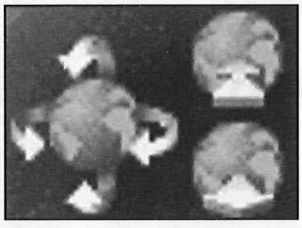


Figure 2-3.
The View Controls.

The icon with the arrow pointing toward the globe zooms in on the location currently centered on the map. Each click zooms the view closer. The view may be magnified a total of five times from the widest view.

The third icon, with the arrow pointing away from the globe, zooms the view to a wider angle. The view can be zoomed out a total of five times from the closest possible view.

Since the world map is the place where you monitor most of the game activity, it is best to keep the view centered on an X-COM installation. Near the start of the game when you have only one base, it is easiest to keep track of alien activity by centering on that base and zooming in slightly. As X-COM's presence and alien activity become more widespread, keep the view at the widest possible angle and make sure that you shift the view from time to time to monitor activity near all of your bases.

Using the Main Window Map

Bases (both X-COM and alien), X-COM submarines, alien subs, and all other objects and activities on the main window map are represented by unique symbols by which they may be identified. Table 2-1 provides a key to the symbols used on the world map.

Table 2-1 Main Window Map Key

Symbol	Color	Object Represented
□	Blue	X-COM base
□	Pink	Alien Colony
□	Red	City/Island
+	Yellow	X-COM Sub in transit
+	Red	Alien Sub in transit
+	Pink	Alien Terror Site/Synomium Activity
X	Orange	X-COM Sub destination (waypoint)
X	Green	Alien Sub Landing Site
X	White	Downed Alien Sub

The symbols on the map may be clicked to obtain information about the object or location represented. In addition, symbols representing X-COM subs and bases may be clicked in order to perform certain actions within the game. The following information and actions are available by clicking icons on the world map.

The Launch Interception Window

The Launch Interception window may be opened by clicking on any of the X-COM bases, which are represented as blue squares on the world

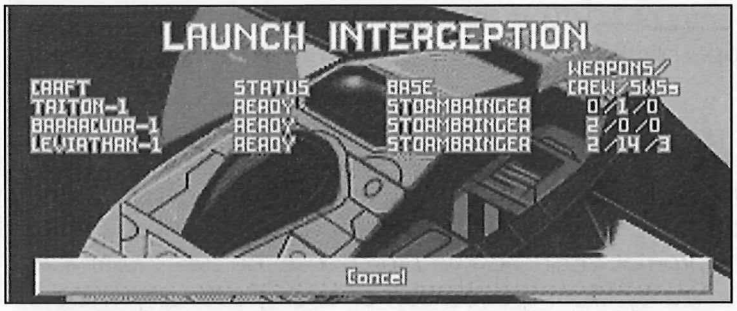


Figure 2-4.
The Launch Interception Window.

map. This window displays a status report of all X-COM subs stationed at the chosen base (see Figure 2-4).

The information presented in the Launch Interception window is as follows:

- **Sub** Indicates the type of X-COM sub (Barracuda, Triton, Hammerhead, Manta, or Leviathan). A number to the right of the sub's name designates the order in which the sub was purchased or constructed. For example, the second Triton purchased is designated "Triton-2."
- **Status** Indicates whether the sub is currently available by listing one of the following descriptions:
  - **Ready** The sub is available for launch.
  - **Refueling** The sub is being refueled and cannot be launched
  - **Rearming** The sub is reloading its weapons systems (or having new ones installed) and cannot be launched.
  - **Repairs** The sub is damaged and cannot be launched pending repair of the damaged systems.
  - **Out** The sub is currently engaged in a mission.

- **Base** Shows the name of the sub's home base Weapons/Crew/SWSs. These numbers indicate how many of each of these items the sub carries.
  - **Weapons** The number of weapons mounted on an intercept sub
  - **Crew** The number of X-COM aquanauts assigned to a transport sub
  - **SWSs** The number of submersible weapons systems (Coelacanths and Displacers) assigned to a transport sub.

Example: An entry of 2/10/1 in this column for a Leviathan means that the sub is equipped with two weapons and carries 10 aquanauts and one SWS.

The Launch Interception window allows you to choose one of the subs listed and to assign it to a mission. Choose a sub by clicking on it. The Launch Interception window disappears, and the Geoscape map is displayed with a prompt instructing you to choose the sub's destination. This is accomplished by clicking a location or enemy subs anywhere on the 3-D map. When the location or sub is clicked, a confirmation message appears. Click on OK to confirm your sub's destination or on Cancel to choose another location or target. To abort the launch of your sub, click the Cancel option in the box at the top of the screen (see Figure 2-5).

Figure 2-5.
Confirming a Launch.

Displaying the Status of X-COM Subs

X-COM flying subs are designated by a yellow + on the map. Clicking on one of these icons brings up the Sub Status window (Figure 2-6).

Figure 2-6.
Example of the Sub Status Window.

From the Sub Status window, the following information is displayed for the sub which has been clicked:

- **Sub Name**. The type of sub and its designation number (a.k.a., Manta-4)
- **Status** A brief description of the sub's mission or destination
- **Base** The home base of the sub
- **Speed** The sub's current velocity (in knots)
- **Maximum Speed** The maximum possible speed of the sub
- **Depth/Altitude** A general description of the current water depth or altitude of the sub (shallow, deep, very deep, low, high, etc.)
- **Fuel** The amount of fuel remaining in the sub, shown as a percentage
- **Weapon/Rounds** Two lines showing the type of weapon mounted in each weapons bay, followed by the number of shots remaining in each

At the bottom of the Sub Status window are four buttons that allow you to give the following orders to the sub:

- **Return to Base** Cancels the current mission and causes the sub to return to its home base
- **Select New Target** Allows you to choose a new target or destination for the sub
- **Patrol** Cancels the current mission and orders the sub to remain in its present location to search for alien activity
- **Cancel** Closes the Sub Status window without issuing new orders

Displaying the Status of Alien Subs

An alien flying sub is indicated on the map by a moving, red +, and an alien sub that has landed on the ocean floor is represented by a green X. When initially detected, the Alien Sub Status window appears, providing information on the detected alien sub. This information may be obtained by clicking the alien sub's icon on the map (see Figure 2-7 on page 26).

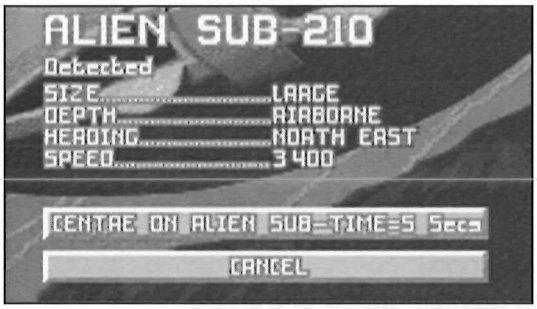


Figure 2-7.
The Alien Sub Status Window.

The Alien Sub Status window shows the following information:

- **Alien Sub Designation** The identification number assigned to the alien sub. Alien subs are identified by number in a sequence corresponding to the order in which they are detected. For example, the 10th alien sub detected by an X-COM base is designated "Alien Sub-10."
- **Size** The relative size of the alien sub (very small, small, medium, large, very large)
- **Depth/Altitude** A general description of the alien sub's depth or altitude (shallow, deep, very deep, low, high, etc.)
- **Heading** The current direction in which the alien sub is moving
- **Speed** The alien sub's current speed (in knots)

This information is displayed when an alien sub is being tracked by any X-COM base using conventional sonar detection systems. Through the research of alien technology, a more advanced system of detection known as the Transmission Resolver becomes available. This device taps directly into the aliens' molecular control net, and decodes the communications between alien subs and their bases (more details on the Transmission Resolver may be found in Chapter 3).

When an alien sub is being tracked by an X-COM base using a Transmission Resolver, the Alien Sub Status window is more detailed (see Figure 2-8 on page 27) and the following additional information about the alien sub is displayed:

- **Sub Type** The type of alien submarine being tracked (Battleship, Dreadnought, Fleet Supply Cruiser, etc.)
- **Race** The species of alien aboard the sub
- **Mission** A brief description of the alien sub's current mission (base supply, retaliation, abduction, etc.)
- **Zone** The area of the world that is the alien sub's destination

Figure 2-8.
The Alien Sub Status Window When Using a Transmission Resolver.

Using the Transmission Resolver to Plan Your Missions

The additional information provided by the Transmission Resolver is extremely helpful in planning an interception or alien sub assault. This information can be used in the following ways:

- When choosing an intercept sub, it is helpful to know the type of alien sub you're up against. While an alien sub may be classified as large, this indicates nothing about the firepower of the alien sub (Base Supply Cruisers aren't nearly as well armed as Battleships, for example). Knowing the type of alien sub you are intercepting allows you to launch the appropriate type and number of interceptors required to do the job right.

- Similarly, when you know which race of aliens occupies the sub you are intercepting, you can properly equip your aquanauts for the ensuing recovery or assault mission. Knowing what your aquanauts face ahead of time allows you to choose the proper weapons and ammunition for the task at hand.

- The mission of the alien sub also provides an important bit of knowledge. Ideally, you would be able to successfully intercept every alien sub that comes your way. However, life is seldom ideal. Some alien subs manage to elude your interceptors and proceed with their missions. Knowing which mission each alien sub is engaged in gives you knowledge of what is to come in the near future. If an alien sub engaged in a Terror mission gets away, it is safe to say that a Terror Site may soon appear.

- Finally, the destination of the alien sub can be of great help to your overall effort to protect the Earth (and achieve a higher score). Take note of the Zone information on any alien sub engaged in a Supply mission. The presence of the supply ship indicates that an alien colony is present or under construction in the Zone indicated. This knowledge allows you to send out patrol missions to locate and eliminate the base before its presence costs you too many lost points.

  Regardless of the type of detection equipment in use, two buttons appear at the bottom of the Alien Sub Status window:

- **Center On Sub – Time=5 Secs**. Centers the map view on the alien sub being tracked and slows the game time to its slowest rate, allowing you a chance to intercept the sub [see "Controlling Game Time" later in this chapter for additional information].
- **Cancel** Closes the Alien Sub Status window

Information on Crash Sites

When an X-COM interceptor downs an alien sub, the site of the downed sub is represented by a white X on the 3-D map.

Clicking on a crash site brings up the Alien Sub Status window, which now identifies the site with a designation number (for example, Crash Site-5). The designation number for the crash site corresponds to the designation number of the alien sub that has been shot down (for example, Alien Sub-5 becomes Crash Site-5).

Other than the change of designation, the type of information presented in the Alien Sub Status window for a crash site is identical to the information displayed for alien subs that are in flight or have landed on the ocean floor (see "Displaying the Status of Alien Subs" earlier in this chapter for details).

Displaying Information on Terror Sites

At intervals throughout the game, aliens of various species land amidst a concentrated group of human civilians in order to terrorize and slaughter the local population. The area where this happens is known as a terror site, and it is represented on the 3-D map by a pink +. In *Terror from the Deep*, a terror site may be on land (at a sea port or on an island) or at sea (aboard a passenger liner or a freighter).

When aliens begin to terrorize civilians, you receive a message notifying you of the event and telling you the location of the terror site (see Figure 2-9). Like the notification received when an alien sub is detected, you have the option to center the map view on the terror site and slow the game time to five seconds, or to ignore the message by clicking on Cancel.

Figure 2-9.
A New Terror Site Appears.

Clicking the terror site's icon on the 3-D map brings up a window showing the name and designation number of the terror site, as well as the name of any X-COM sub currently targeted to land at the terror site (see Figure 2-10). The designation number of the terror site is assigned in the order in which the terror sites appear in the game (the fifth terror site to appear is designated Terror Site-5, for example).

Figure 2-10.
Information Display for a Terror Site.

Displaying Information on Alien Colonies

The aliens operate from a series of colonies deep beneath the ocean's surface. As the game progresses, more colonies are built to accommodate the aliens' increased numbers and activities. Unlike terror sites,

you receive no notification when a new alien colony is created. These colonies lie hidden until they are detected by X-COM.

When an alien colony is detected, it appears as a pink square on the 3-D map. When you click on an alien colony, a window appears showing the designation of the alien colony and the name of any X-COM sub currently targeted to land there (see Figure 2-11). Like alien subs and terror sites, the designation number for the alien colony is assigned in the order in which the colony was discovered (for example, the 10th colony discovered is designated Alien Colony-10).

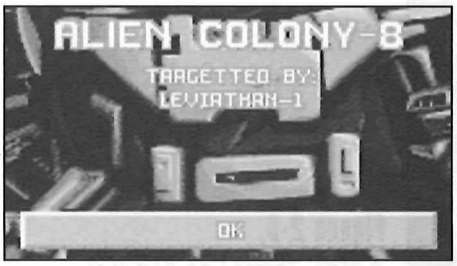


Figure 2-11.
Information Display for an Alien Colony.

Synomium Activity Sites

Occasionally, you may receive a message that simply says "Alien Activity Detected." When you center on the site of this activity, it is indicated on the map by a pink +, the same as a terror site.

Synomium activity sites are places where aliens have nearly completed the construction of a new link in their worldwide molecular control network. These sites are very similar in layout and function to normal alien colonies, except they remain on the map only as long as an average terror site. Not responding to Synomium sites results in a large loss of points (see Chapter 1 for details).

When you click on an alien activity site, you receive the same information as you would when clicking on a terror site, except that the information window is labeled "Alien Activity Site," followed by the site's designation number (Alien Activity Site-1, for example).

Cities and Islands

Cities are shown on the 3-D map as red squares with the name of the city appearing below the square. Small islands, such as Bermuda and Crete, appear on the map in the same way. In *Terror from the Deep*, the only

cities shown on the map are port cities. No inland cities are shown, since all alien activity in the game is confined to oceans, islands, and sea ports.

Cities and islands produce no information when clicked.

Designation of Funding Regions

NEW

In *X-COM UFO Defense*, the names of the funding regions of the world's correspond with the names of continents or countries of the world. The fact that most of the alien activity takes place over the worldís oceans in *X-COM Terror from the Deep* means that the world boundaries had to be redefined to determine which funding regions were responsible for which bodies of water. In many cases, this meant the establishment of alliances who jointly provide funds for specific regions of the world.

The names of the funding organizations appear in green print on the 3-D map. When the organization is named after a country, the name appears over that country. When the organization is run by a combination of several world powers, the name appears (roughly) over the region represented by the organization (see Figure 2-12). More information on the funding organizations can be found in Chapter 5.

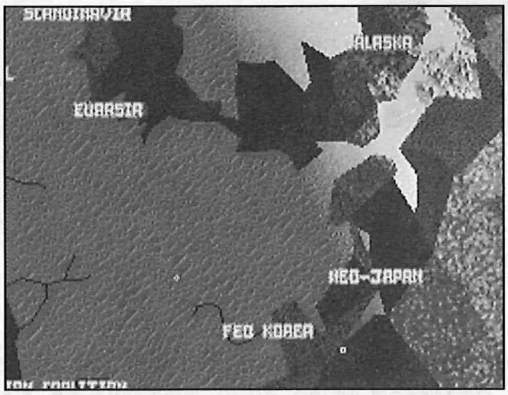


Figure 2-12.
Some of the World's Funding Regions.

The Geoscape Menu Options

In the top-right corner of the screen are six option buttons that allow you access to information, game controls, and other sections of the game (see Figure 2-13 on page 32). These buttons are known collectively as the Geoscape menu options. The function of each button is explained in this section.

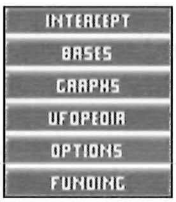


Figure 2-13.
The Geoscape Menu Options.

Intercept

Clicking the Intercept button brings up a more comprehensive version of the Launch Interception window, described earlier in this chapter. Whereas clicking an individual X-COM base on the 3-D map lists only the subs at that base, clicking the Intercept button on the Geoscape menu brings up a Launch Interception window that lists the status of every X-COM base in the world on a single menu (see Figure 2-14).

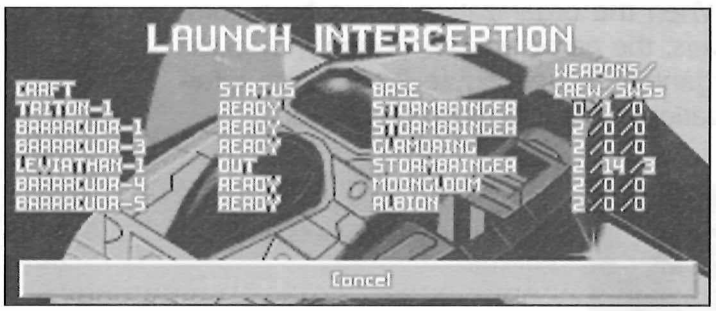


Figure 2-14.
The Launch Interception Window when opened using the Intercept Button.

To exit the Launch Interception window without launching a sub, click the Cancel button.

The best way to make sure you always launch the intercept sub closest to the alien detected is to click directly on the X-COM base where the sub is stationed. First, center on the alien sub, then rotate the world map until you find the X-COM base closest to the alien sub's location. Click on the base, then launch your interceptor. This prevents you from accidentally launching an intercept sub stationed halfway around the world.

Bases

Clicking the Bases button opens the Base Display (shown in Figure 2-15).

Figure 2-15.
The Base Display.

The Base Display allows you to view any X-COM base. It give you access to a wide variety of controls that provide detailed information about each base and the subs and personnel stationed there. This display also enables you to buy, sell, and recruit; to improve base facilities; and to equip aquanauts and subs. To exit the Base Display, click the Geoscape button in the lower right.

The functions of the Base Display are discussed in detail in Chapter 3.

Graphs

Clicking the Graphs button provides access to six line graphs providing you information on X-COM funding and efficiency , as well as on alien activity throughout the world. Each of the six graphs is represented by an icon at the top of the screen. To access a graph, simply click on its corresponding icon. The information shown by each graph is described in the following sections.

Alien Activity in Seas

This graph shows the number of alien subs and alien incursions in the oceans of the world over the course of the game (see Figure 2-16 on page 34). This graph automatically appears when you first click the Graphs button. It plots the number of alien incidents along the vertical (or Y-) axis, and the date along the horizontal (or X-) axis.

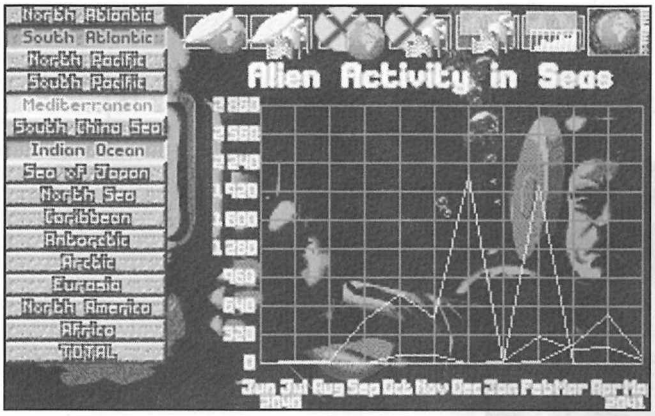


Figure 2-16.
The Alien Activity in Seas Graph.

Along the left side of the screen appear the names of the oceans and seas of the world, or portions thereof. To see a graph of the alien activity in any of these bodies of water, click the corresponding button. This causes a colored line to appear on the graph showing alien activity in that region, and the button color changes to correspond with the color of the graph line. You may graph as few or as many different seas as you want in this manner. To remove a particular sea from the graph, click its button a second time.

The Total button plots the total number of alien incidents in all of the listed bodies of water combined.

Use this graph to get a general idea of which bodies of water are experiencing the highest number of alien incidents. This can be useful information when planning the location of new X-COM bases.

Alien Activity in Zones

This graph shows the number of alien incidents in the world broken down into the X-COM funding regions in which they took place (see Figure 2-17 on page 35). The number of alien incidents is plotted on the Y-axis, and the date is plotted on the X-axis.

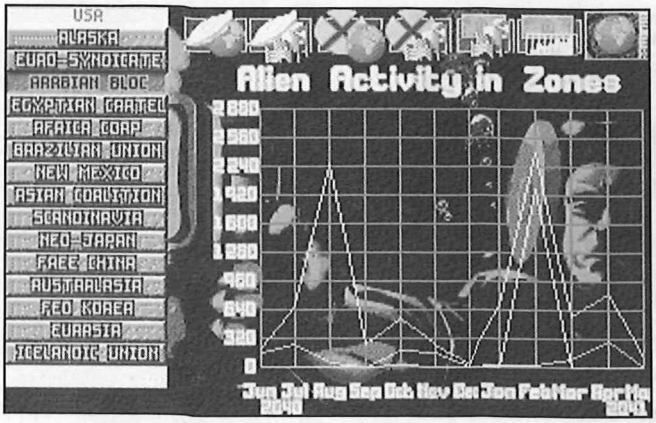
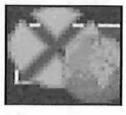


Figure 2-17.
The Alien Activity in Zones Graph.

In this graph, each of the buttons along the left side of the screen represents one of the organizations that provide funding for X-COM. Each of these organizations controls a certain geographic region of the world (see Chapter 5 for more details). To see a graph of the alien activity in a region, click on the corresponding button. A colored line appears on the graph, plotting the activity, and the button changes color to correspond with the graph line. The Total button plots the total number of alien incidents in all the funding zones combined.

The Alien Activity in Zones graph is even more useful than the Alien Activities in Seas graph. By looking at the alien incident data for various zones, you can easily spot wealthy organizations in which the alien problem is getting intense. When you are ready, you can then build a new base in that organization's sphere of influence. This serves to control the problem in that region, thus making your wealthy provider happy enough to continue (and even raise) its contribution to the X-COM effort.

X-COM Activity in Seas



This graph shows the amount of X-COM activity taking place in the seas and oceans of the world (see Figure 2-18 on page 36). It plots the number of X-COM missions along the Y-axis and the date along the X-axis.

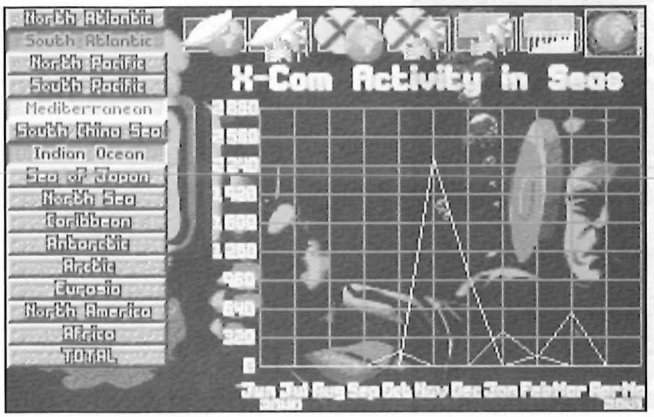
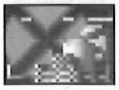


Figure 2-18.
The X-COM Activity in Seas Graph.

Like the Alien Activity in Seas graph, this graph has buttons down the left side of the screen, each of which corresponds to an ocean or a region thereof. To see a graph of X-COM activity in any of these areas, click the corresponding button. A colored line appears on the graph to show the amount of X-COM activity, and the button changes color to correspond with the line on the graph. The Total button graphs the combined amount of X-COM activity in all of the areas combined.

X-COM Activity in Zones



This graph shows the amount of X-COM activity taking place in the various funding regions of the world (see Figure 2-19). The number of X-COM missions is plotted on the Y-axis, and the date is plotted on the X-axis.

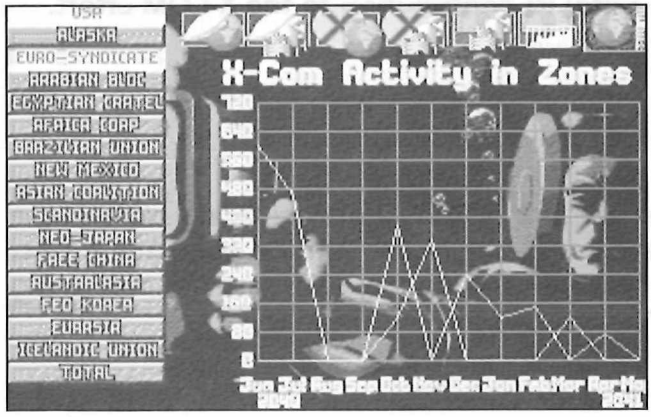


Figure 2-19.
The X-COM Activity in Zones Graph.

Like the Alien Activity in Zones graph, each of the buttons along the left side of the screen represents one of the organizations that contributes funds to X-COM. To see a graph of the X-COM activity in a particular funding region, click on the corresponding button. A colored line appears, graphing the X-COM activity in that zone, and the button changes color to correspond with the line. The Total button shows the amount of X-COM activity in all of the funding regions combined.

Both the X-COM Activity in Seas graph and the X-COM Activity in Zones graph should be used to help determine whether you are deploying your forces efficiently in response to the alien threat. Switch back and forth between the X-COM and Alien Activity graphs. If the plotted lines for both sets of graphs are nearly identical in most regions, you are doing your job well. If, on the other hand, the graphs show low X-COM activity in areas of high alien activity, you may want to think about deploying your forces more effectively.

Income

This graph shows the amount of money being contributed to X-COM by each of the funding organizations throughout the course of the game (see Figure 2-20). The amount of money (in thousands of dollars) is plotted along the Y-axis, and the date is plotted along the X-axis.

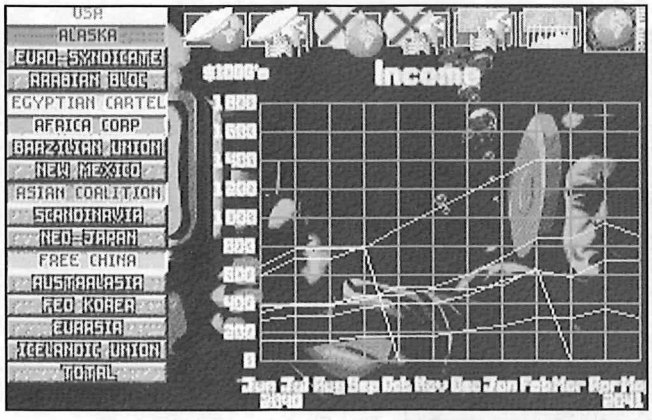


Figure 2-20.
The Income Graph.

The row of buttons along the left side of the screen represents the organizations that provides funding for X-COM (one button per organization). To see how much an organization has contributed, click its corresponding button. A colored line appears, graphing the amount of money received by that organization, and the button changes color to match the line. The Total button plots the contributions of all the organizations combined.

The Income graph is one of the best ways to find out how your efforts are being perceived by funding organizations. If the funds contributed by certain organizations show a steady rise over time, that means X-COM is doing a good job in those areas of the world. However, if the Income graph shows a steady decline in funds, this indicates that an organization is unhappy with the job X-COM has been doing and is decreasing its contribution to the effort. Regularly monitoring the Income graph is a great way to avoid the loss of funding due to unhappy funding organizations.

Finance

This final graph shows various aspects of your monetary situation (see Figure 2-21). It can also provide you with a graphic plot of your score. With one exception, the amount of money (in thousands of dollars) is plotted on the Y-axis, and the date is plotted on the X-axis.

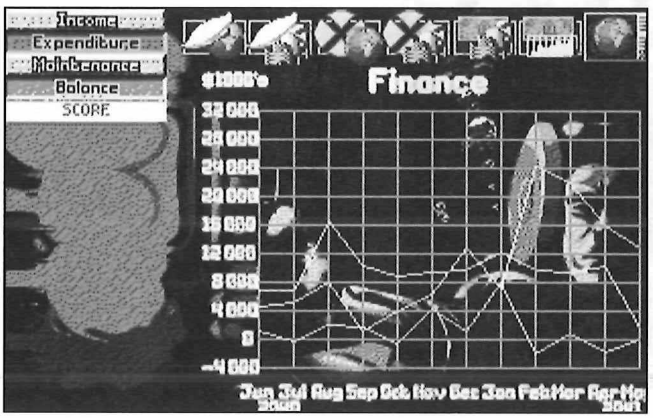


Figure 2-21.
The Finance Graph.

The five buttons on the left may each be clicked to graph a different piece of information:

- **Income** This button displays a yellow line that plots X-COM's total income over time. Unlike the Total option on the Income graph (described earlier), the Income option of the Finance graph includes not only contributions by funding organizations, but also the money raised from the sale of equipment and alien artifacts.

- **Expenditure** This button displays a red line that plots the total amount of money spent by X-COM over time. Expenditures include the construction of new bases and base facilities; the purchase and manufacture of new items; transfer costs; and recruiting costs for the hire of new personnel. Excluded are the monthly maintenance costs, which are graphed separately.

- **Maintenance** This button displays a green line that plots the amount of money spent each month for the day-to-day operation of X-COM. Included in this category are: monthly maintenance costs for base facilities; salaries for X-COM aquanauts and other personnel; and the rental, repair, and refueling costs of X-COM subs.

- **Balance** This button displays a dark blue line that plots the amount of money remaining after expenses at the end of each month. This amount is determined by subtracting expenditures and maintenance costs from X-COM's total income.

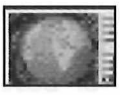
- **Score** This button displays a light blue line that plots X-COM's monthly score. This graph is slightly different from the others in that the values on the Y-axis represent points rather than money. Although score has little to do with Finance, its graph is included here because it is the only place for it to be.

  A positive score indicates X-COM is winning, while a negative score shows the aliens are winning. Ideally, this graph should show a steady rise and never drop below zero.

The Finance graph provides a great deal of important information and should be consulted frequently throughout the game. The easiest way to interpret the information is to plot Income, Expenditure, and Maintenance simultaneously, then compare the values. In an optimum situation, the yellow Income line should show a steady rise. Expenditure and Maintenance should also show an increase over time, due to the purchase of equipment as well as to the upgrading and maintenance of facilities, but these should always be lower than the Income graph

A quick way to check your overall financial situation is to consult your Balance. If the dark blue line is steadily rising over time, and is consistently positive, you're probably doing things right.

Returning to the Geoscape



To exit the Graphs section and return to the Geoscape, click the Geoscape icon in the upper right corner, next to the graph choices.

UFOpedia

This button accesses the UFOpedia–an encyclopedia of knowledge consisting of nine separate categories and dozens of individual topics. Each category of topics is accessed from a menu of category choices that appears when the UFOpedia button is clicked (see Figure 2-22).

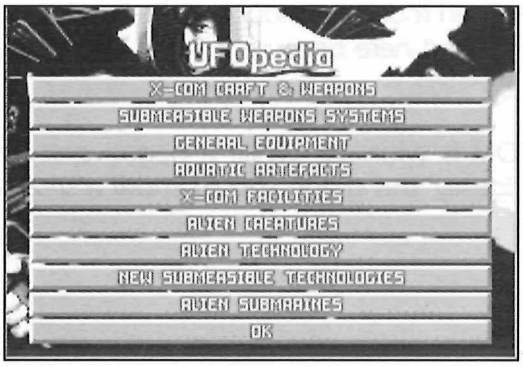


Figure 2-22.
The UFOpedia Menu.

The following choices may be selected by clicking the appropriate button on the UFOpedia menu:

- **X-COM Subs & Weapons** Descriptions and statistics of X-COM flying subs, the weapons systems that may be mounted on them, and the ammunition used to load these weapons

- **Submersible Weapons Systems** Descriptions and statistics of each variety of Coelacanth and Displacer submersible tanks

- **General Equipment** Descriptions and statistics of all equipment and weapons based on Terran technology that may be purchased or manufactured by X-COM

- **Aquatic Artifacts** Descriptions and statistics of all equipment and weapons based on alien technology that have been recovered and researched

- **X-COM Facilities** Descriptions and statistics of all structures that can be built and added to an X-COM base

- **Alien Creatures** Information about the anatomy and abilities of alien life forms, gained through the study of alien corpses and the interrogation and study of live aliens

- **Alien Technology** Information on alien lifestyles and operations gained through the interrogation of live aliens

- **New Submersible Technologies** Information regarding the construction of advanced submersible vehicles, gained through the study of recovered components of alien subs

- **Alien Submarines** Descriptions and statistics of alien submarine classes, gained through the interrogation of alien engineers

Once you click on any category button on the UFOpedia menu, a list of topics appears. To choose a topic, simply click on it. This brings up that item's UFOpedia data screen (see Figure 2-23 on page 42).

Figure 2-23.
Example of a UFOpedia Data Screen.

The data screen features three control buttons. The left and right arrow buttons allow you to scroll through the topics of the UFOpedia without returning to a menu screen. The OK button exits the data screen and returns you to the list of topics for the category originally chosen from the UFOpedia menu.

At any given time during the game, only those topics your scientists have researched appear in the UFOpedia. For example, if you have interrogated no alien engineers, the Alien Submersibles category contains no topics. Items are added to the UFOpedia automatically as soon as they are researched. (More details on the UFOpedia and on research in general can be found in Chapter 4.)

Click the OK button to exit from any UFOpedia menu screen.

Options

The Options button opens the Game Options window (see Figure 2-24). Options available from the Game Options window are listed on page 43.

Figure 2-24.
The Game Options Window.

- **Load Game** Allows you to reload a previously saved game
- **Save Game** Allows you to save the game currently in progress (you may store up to 10 saved games at any given time)
- **Abandon Game** Allows you to end the game currently in progress without saving it (you are given one chance to change your mind)
- **Cancel** Exits the Game Options window and continues the game in progress

Funding

This button brings up the International Relations window (see Figure 2-25). This window provides you with information regarding the organizations funding the X-COM project.

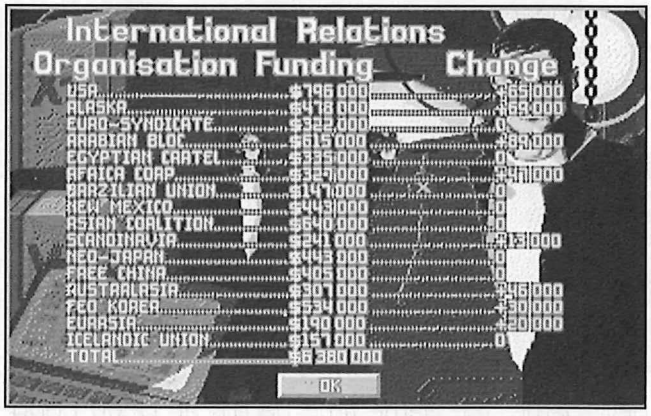


Figure 2-25.
The International Relations Window.

The following information is shown in the International Relations window:

- **Organization** The names of the organizations that contribute funds to X-COM
- **Funding** The amount of money contributed by each organization in the current month
- **Change** The difference between the amount of money contributed by each organization in the current month and the amount of money contributed by each organization in the previous month

To exit from the International Relations window and return to the Geoscape, click the OK button.

The International Relations screen provides a good way to determine the effectiveness of X-COM's recent performance at a glance. If a positive number appears in the Change column, it means that a country is particularly pleased with X-COM's performance in the previous month, whereas a negative number shows that an organization feels that X-COM has performed inadequately on their behalf. You should make an attempt to keep the richest organizations consistently happy (positive change) and the other organizations as close to neutral as possible (zero change). If there is a negative change in funding, make sure that it is associated with one of the less wealthy organizations.

The Game Time Display

The game time display appears on the right side of the screen, just below the Geoscape menu options. It shows a running display of the current game time, day of the week, date, month, and year (see Figure 2-26).

Figure 2-26.
The Game Time Display.

When you start a new game, the game time begins at 12:00 noon, January 1, 2040. The game clock displays military time (1:00 PM as 13:00, etc.). Also, the game clock is calibrated to Greenwich Mean Time: the time along the Prime Meridian, which runs through Greenwich, England. This keeps the game time consistent everywhere and prevents you from having to keep track of local time at your bases around the world.

Game time can be set to pass in increments from five seconds to one day at a time, as explained in the next section.

The Game Time Controls

Located just below the game time display are the game time controls (see Figure 2-27 on page 44). These six buttons allow you to control the speed at which game time passes.

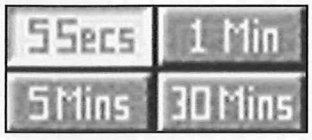


Figure 2-27.
The Game Time Controls.

Game time in *Terror from the Deep* moves along in increments, so that game time passes much more quickly than in real time (thus keeping the game from becoming enormously lengthy). There are six options available for changing the speed of the passage of game time in intervals ranging from five seconds to one day. The larger the interval, the faster game time passes.

When any menu or window is open or when you exit the Geoscape, the passage of game time is suspended. Most events that occur (detecting an alien sub, being notified of a terror site, etc.) either automatically slow the time interval to five seconds or allow you the option to do so. This gives you a chance to act on the information or event that has presented itself.

The ability to control game time allows you to speed the game along with a minimum of waiting. During quiet periods (waiting for a research project to be completed, waiting for your sonar to detect an alien sub, etc.), you can set the time interval to one hour or one day. When the action becomes hot and heavy and alien subs abound, set the time to smaller intervals to give yourself time to react quickly enough to prevent things from getting out of hand.

Chapter 3

X-COM Bases

While most of the game is played from either the Geoscape screen (described in the previous chapter) or on the Battlescape (described in Chapter 9), the X-COM base is indisputably the heart of your entire operation. Your bases provide a home for your aquanauts; homes and work areas for your scientists and technicians; storage facilities for your equipment; and docking facilities for your subs. They also supply the means for detecting alien craft, as well as for coordinating the interception and recovery efforts mounted by X-COM forces.

This chapter contains three sections. The first section describes the Base Display. This display features the screen you use to monitor the status of your bases and the control interface you use to perform nearly every administrative duty in the game.

The second section of this chapter lists the various base facilities–or "pods"–that you assemble to construct an X-COM base. A detailed description of each structure, along with the statistics of each, are also given.

The final section of the chapter discusses the theories of good base design and provides valuable hints and strategies on how to make defending your bases as easy as possible.

The Base Display

You access the Base Display by clicking the Bases button in the Geoscape menu options. The Base Display is shown in Figure 3-1 on page 48.

Figure 3-1.
The Base Display.

The Base Display includes three basic sections:

- **Base Map** The largest section of the display; provides a top-down view of your base, showing the base structures and their arrangement
- **Information Box** The box in the upper right of the screen; displays the name of your base, the general location of the base, and the amount of money currently available to you. The row of eight squares below this information depicts miniature representations of X-COM bases.
- **Menu Options** Just below the information box, these 11 buttons allow you to control most of the administrative functions in the game.

The Base Map and Information Box

The Base Map and Information sections of the Base display are directly related. Clicking one of the eight squares in the Information window brings up the base map and information for that base. These squares are actually miniature replicas of your bases, showing a tiny version of the grid that appears in the base map. Within these small squares, base structures that are currently active are shown in green, and structures that are currently under construction are shown in red. When one or more of these squares is blank, it means that you may still build more bases if you wish. You are allowed a total of eight X-COM bases throughout the world.

Except for the first time you access the Base display, the display defaults to the last base you viewed before exiting the screen.

The base map shows a 3-D, overhead, cut-away view of the selected base, allowing you to see the base's structures (or "pods") and their

arrangement. The map also allows you to choose the position for new base structures and to dismantle existing structures.

To identify a pod on the base map, move the mouse pointer over the structure in question. The name of the pod appears just above the base map in the upper left corner of the screen. If you want to dismantle a pod, click on it. A prompt appears requiring you to confirm your choice.

When a new pod is under construction, the square or squares on which it is being constructed are outlined in red. The structure itself appears as a gray silhouette, with a number on top indicating the number of days remaining until the pod is completed.

The Base Menu Options

The base menu options give you control over all aspects of the game that deal with building and supplying your bases. These options also control the purchase and sale of equipment and weapons; the recruiting of aquanauts, scientists, and technicians; the outfitting of craft and aquanauts; the research of new technologies; and the construction of new equipment and weapons (see Figure 3-2).

The menu options affect only the base currently displayed on the screen. For access to equipment, personnel, and facilities at other bases, choose the other base by clicking on its corresponding square at the bottom of the information window.

Figure 3-2.
The Base Menu Options.

The following sections detail each of the 11 available menu options of the Base display.

Build New Base

This option allows you to choose the location and to begin the construction of a new X-COM base.

When you click on this button, the Geoscape map appears, and you are prompted to choose a location for the new base just as you were at the start of the game. Choose the base's location by clicking on the map. There are different advantages and disadvantages in both construction cost and base effectiveness, depending on the area of the world in which you choose to build. (Strategies of base location are discussed later in this chapter.)

Unlike *X-COM UFO Defense*, wherein X-COM bases could only be built on land, bases in *Terror from the Deep* are submersible structures that hover above the ocean floor. As a result, they can be built only in bodies of water.

Once you have clicked the location for the new base, a window appears telling you which funding region you have selected and the amount of money required to begin construction (see Figure 3-3). To confirm your choice, click the OK button. You may also cancel construction of the base at this time by clicking on Cancel.

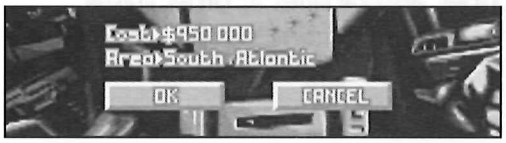


Figure 3-3.
Confirming the Location of a New Base.

After confirming your choice, the base display for the new base appears, showing a blank base map. You are prompted to select a location for the base's airlock. Construction of the airlock takes one gameday. Once you've constructed the airlock, you may begin adding other pods to the new base.

The construction and placement of base structures is covered in detail later in this chapter.

Base Information

Clicking this button brings up the Base Information screen. This display shows a detailed breakdown of the personnel, space, and defenses of the base, and provides statistical information on how well these resources are being utilized (see Figure 3-4 on page 51).

The eight squares in the upper-right of the screen represent various X-COM bases, just as they do on the main Base Display. To see the Base Information screen for a base, click on its corresponding square.

Figure 3-4.
The Base Information Screen.

The main Base Information screen provides five separate categories of information:

- **Personnel Available/Personnel Total** This section breaks down a base's personnel by occupation (aquanauts, scientists, and technicians). For each personnel type, two numbers separated by a colon appear in the second column of the display. The number to the left of the colon indicates the number of personnel in that job not currently assigned to a transport craft or occupied with research and manufacturing duties. The number to the right of the colon shows the total number of personnel in that occupation currently stationed at the base.

  To the right of these personnel numbers appear bar graphs providing a graphic representation of the same information. The length of the bar indicates the total number of personnel of each type stationed at the base. The hollow portion of the bar indicates the number of personnel in each job type who are currently assigned to a transport craft or engaged in research or manufacture. The solid portion of the bar shows the number of personnel in each job type who are currently unoccupied.

Use this portion of the Base Information screen to check the efficiency of a base's operation. By checking the bar graph, you can tell at a glance whether your personnel are being properly utilized. If the graph for a personnel category shows a bar that is entirely empty, that category of personnel is being fully utilized. If, on the other hand, a bar is almost completely solid, this shows that the personnel in that category are sitting around doing nothing.

When there is nothing to be manufactured, technicians may show occasional periods of inactivity. During these periods, you should cut your technician staff to around 10 people until a big manufacturing push exists (such as the construction of craft and other large items). Scientists and aquanauts should never show solid bars on the Base Information graph. If they do, you should either assign them to some task or sack them. Whether or not your people are working, each one of them costs you money every single month.

Space Used/Space Available This portion of the screen shows how efficiently the base's living quarters, general stores, laboratories, workshops and flying sub pens are being utilized.

The information is presented in a similar manner to that of the personnel section of the graph–that is, the second column of the display shows two numbers separated by a colon. The number to the left of the colon indicates the amount of space currently being utilized in each facility. The number to the right of the colon shows the total amount of space available for use at the base.

The bar graphs to the right of the numbers graphically display the same information. The length of the bar indicates the total amount of space available in each type of facility at the base. The coding for the bars in this section is the exact opposite of the coding for the bars in the personnel section. An empty bar indicates the amount of unused space in each facility, while the solid portion of the bar indicates how much space is currently being utilized in each facility.

Like the personnel graphs, the Space graphs on the Base Information screen can be used to check base efficiency at a glance. An efficient base should show solid or nearly solid bars for most base facilities. Every living quarters, laboratory, and hanger should always be fully utilized.

There are two exceptions to this rule: general stores and work shop pods. You should always keep extra space available in general stores, since you are constantly accumulating alien artifacts while simultaneously keeping the base supplied and armed. A little extra storage space is always a welcome addition to any base.

In the case of work shops, there are times when a very limited amount of manufacturing is going on, leaving the work shops mostly unused. Planning for the future and having extra workshops available as production heats up is definitely a good idea.

- **Defense Strength** The number in the second column indicates the total defensive strength of the base (the amount of damage it is capable of sustaining). The higher the number, the better the base's defenses. The bar graph to the right indicates the amount of damage that can be inflicted on an enemy craft each time the base's weapons are fired.

- **Short-Range Detection** The number in the second column indicates the number of short-range sonar arrays installed at the base. The bar graph to the right of the number graphically displays the same information shown in the second column.

- **Wide Band Detection** The number in the second column indicates the number of long-range sonar arrays installed at the base. The bar graph to the right of the number graphically displays the same information.

Base Information Options

In addition to the information displayed on the Base Information screen itself, several other options are accessible from a series of buttons along the bottom of the screen:

- **OK** Returns you to the Base Display

- **Transfers** Clicking this button displays a list of items and personnel currently in transit to your base, along with their estimated time of arrival (displayed in game-hours). This list includes items that have been purchased, as well as items that have been transferred from other X-COM bases. (List continues on page 54.)

►**Stores** Clicking this button displays a complete list of all items currently stored at your base, along with figures showing how much space each item or group of items takes up in your general stores facilities (see Figure 3-5). This list does not include items stored aboard transport craft or weapons, and ammunition carried by interceptors.

Figure 3-5.
The Stores Display.

If, when you attempt to purchase or transfer an item, you receive a warning indicating that you are out of storage space, check the Stores display and take note of the figures in the right-hand column. These figures can help you decide what to sell in order to free up the most room possible.

►**Monthly Costs**. Clicking this button displays a screen that itemizes the monthly costs for a base. The costs are broken down into the rental cost for X-COM vehicles, salaries for personnel, and maintenance of base facilities (see Figure 3-6).

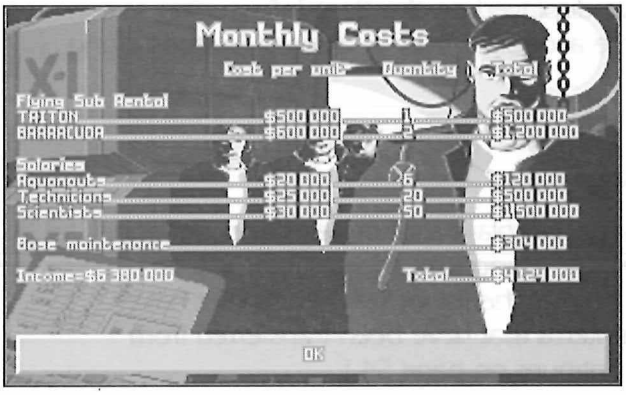


Figure 3-6.
The Monthly Costs Screen.

Frequently check the Monthly Costs screen for each base. This helps to prevent you from over-extending your funds by pointing out the areas in which your monthly expenditures are concentrated.

Aquanauts

Clicking this button displays a list of all aquanauts stationed at the base. This screen lists the name of each aquanaut, their rank, and the transport craft to which they are currently assigned. If an aquanaut is currently recovering from an injury sustained during an assault mission, the word "wounded" appears instead of a craft assignment. If an aquanaut is not currently assigned to any transport craft, the word "none" appears in the craft column.

If you want to see the complete statistics for an aquanaut, click on his or her name. This brings up the aquanaut's data screen (see Figure 3-7).

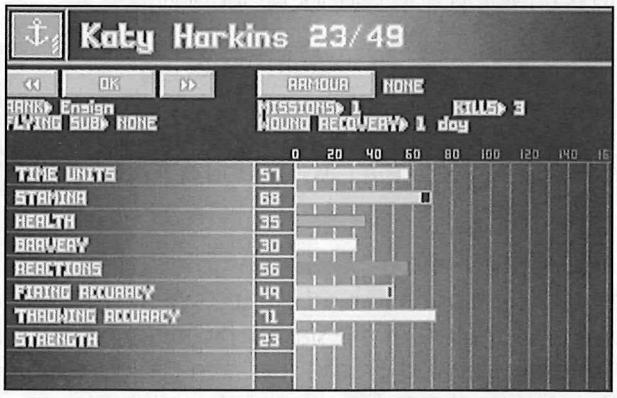


Figure 3-7.
Data Screen for an Aquanaut.

The Aquanaut Data screen shows the aquanaut's name at the top, with an insignia representing his or her rank just to the left. Listed below the name and rank insignia are the aquanaut's rank, craft assignment, type of armor, number of missions, and total number of alien kills. The bottom two-thirds of the screen consists of a graph displaying all of the aquanaut's statistics. (Details on the statistics listed on this screen can be found in Chapter 9.)

The computer automatically assigns a name to each aquanaut, but you may change the name if you wish. To do so, click the box in which the name is located. This brings up a flashing cursor. In order to change the name, simply backspace over the existing name and type in one of your own.

The Aquanaut data screen also includes several controls. The left and right arrow buttons allow you to scroll back and forth through the data screens for each of the aquanauts stationed at the base. The armor button allows you to change the type of armor worn by the aquanaut. The OK button returns you to the list of aquanauts.

Equip Submarine

This option allows you to add equipment, weapons, and personnel to X-COM flying subs. When you click this button, a list of all craft stationed at the base appears.

The Equip Submarine screen lists the following information:

- **Name** The type of craft and its numeric designation; for example, Triton-5)
- **Status** The current status of the submarine
  - **Ready** The sub is ready to be launched.
  - **Refueling** The sub is refueling and cannot be launched at this time.
  - **Rearming** The submarine's weapons systems are being reloaded and it cannot be launched at this time.
  - **Repairs** The sub is undergoing repairs and cannot be launched.
  - **Out** The sub is currently assigned to a mission and is away from the base.

- **Weapon Systems** The number of weapons installed on the submarine. This statistic is shown as two numbers separated by a slash mark (/). The number to the left of the slash indicates the number of weapons currently installed on the sub, and the number to the right of the slash indicates the maximum number of weapons that may be installed. For example, if the weapon systems column shows 1/2, this indicates one weapon system is installed on the sub, but it has the capacity to carry two.
- **Crew** The number of aquanauts assigned to the sub. For an intercept-only sub, this number is always zero.
- **SWSs** The number of submersible weapons systems (Coelacanths and Displacers) currently carried by the sub. This number is always zero for an intercept-only sub.

To equip a sub, click on its name. This brings up a screen displaying a picture of the craft and provides controls that allow you to change its configuration. The layout and controls on this screen vary according to the type of craft (see Figures 3-8 and 3-9 on page 57).

Figure 3-8.
The Equip Screen for an Intercept Sub.

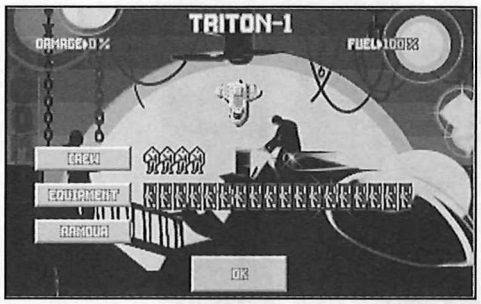


Figure 3-9.
The Equip Screen for a Transport Sub.

The numbered buttons shown to the left and right of the intercept submarine in Figure 3-8 indicate the port and starboard weapons systems. Clicking on the button opens a window that lists the sub-mounted weapons currently available at your base. To add a new weapon, simply click its name on the list. When you return to the equip screen, the new weapon's name appears next to the numbered button, along with the information on its ammunition.

The equip screen for a transport craft provides some additional controls. As seen in Figure 3-9, it includes buttons for crew, equipment, and armor. The Triton sub shown in this example is an unarmed transport. If this were a transport that was also capable of intercept duties, the weapon buttons described earlier would also appear on this screen.

To add aquanauts or equipment to the craft, click the appropriate button and choose the personnel or items you want to add from the menus that follow. To equip your aquanauts with armor, click the armor button, then click the aquanaut's name on the craft roster screen that follows. You are given a list of available armor types from which to choose.

To exit the equip screen, click the OK button.

Build Facilities

This option allows you to add to your base by building new facilities (or "pods"). When you click this button, the Base Menu Options are replaced by the Installation window (see Figure 3-10 on page 58). This window lists all base facilities you are able to build at your current level of technology. As you research aliens, their ships, and their devices, more pods become available for construction.

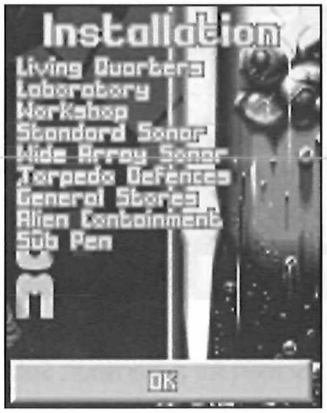


Figure 3-10.
The Installation Window.

To build a pod, click its name in the Installation window. This brings up a new window telling you how the cost to build the selected pod, the monthly maintenance cost, and how long it takes to complete the pod's construction. If you decide not to build the pod, click the Cancel button. Otherwise, move the cursor onto the base map, then click in the space where you want the pod constructed. New pods must be constructed adjacent to existing, completed pods.

Click the OK button to exit the Installation window without building a new pod.

Research

The Research button allows you to control your scientists by assigning them to research projects involving alien and advanced Terran technology. The information gained through this research is put to use by your technicians, who use the knowledge to construct more advanced equipment, weapons, and submarines.

A complete explanation of research procedure and strategies can be found in Chapter 6.

Manufacture

This button allows you to control your technicians by assigning them to construct new weapons, equipment, and subs that incorporate the advanced technologies researched by your scientists.

A complete explanation of the manufacturing process can be found in Chapter 6.

Transfer

When the game has progressed to the point at which you have more than one X-COM base, the Transfer option allows you to move equipment and personnel from one base to another. When you click this button, it opens the Select Destination Base screen (see Figure 3-11). This screen shows your current funds at the top and lists all of the bases to which you may transfer items. To choose a base, click on its name.

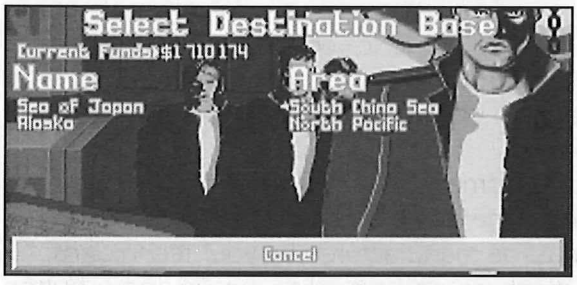


Figure 3-11.
The Select Destination Base Screen.

Once you choose a base, the Transfer screen appears. This screen lists the names of every aquanaut stationed at your current base. The Transfer screen also lists the number of scientists and technicians employed at the base, as well as the type and quantity of equipment stored at the base. To the right of the Quantity column is the Amount to Transfer column. To increase the number of items to be transferred, click the up arrow button on that item's row. To decrease the amount, click the down arrow button.

After you have chosen all items and personnel to be transferred, click the Transfer button at the bottom of the screen. This brings up a window showing the destination of the items to be transferred and the cost of the transfer. You may confirm the transfer by clicking OK or cancel it by clicking Cancel.

Purchase/Recruit

This option allows you to hire new personnel and to purchase new equipment and weapons. When you click the Purchase/Recruit button, the Purchase/Hire Personnel screen appears (see Figure 3-12 on page 60).

Figure 3-12.
The Purchase/Hire Personnel Screen.

Displayed just below the heading of the screen are two dollar amounts: current funds and cost of purchase. As you add each item to your purchase list, the cost of that item is automatically added to the total cost of purchases.

The list of personnel and equipment shown on this screen represents all items that may be bought in the game and their per-unit cost. This list does not show items that must be manufactured by your technicians.

To hire personnel or to purchase an item, click the up-arrow button on the line listing the item you wish to buy. Continue clicking the up arrow to increase the quantity. To decrease the quantity to be purchased, click the down-arrow button. When you have completed making your selections, click the OK button. The items are automatically ordered, and the cost of purchase is deducted from your current funds.

To exit the Purchase/Hire Personnel screen without making a purchase, click the Cancel button.

Sell/Sack

The Sell/Sack option allows you to get rid of unused personnel and equipment that have accumulated at your base. Clicking this button brings up the Sell Items/Sack Personnel screen (see Figure 3-13).

Figure 3-13.
The Sell Items/Sack Personnel Screen.

This screen is similar to the Purchase/Hire Personnel screen. Your total funds are listed at the top right of the screen. At the top left is an indicator showing the total dollar amount you receive as a result of selling the selected item. This amount is automatically updated as you add items to the list.

The listing of items on the Sell Items/Sack Personnel screen, unlike the Purchase/Hire Personnel list, includes every item in the game. This includes items purchased or manufactured by X-COM, alien corpses, alien artifacts, and alien weapons. The sale value of each item is listed on the right under the Value column.

To sell an item or sack a person, click on the up-arrow button on the line on which it is listed. To increase the quantity, continue to click the up arrow. To decrease the quantity, click the down arrow. The total value of the items sold is constantly updated at the top of the screen.

After you have made all your selections, click the Sell/Sack button. To exit from this screen without selling any items, click the Cancel button.

The Sell/Sack option can be vital to your success in *Terror from the Deep*. First, removing obsolete equipment and excess alien artifacts from your bases clears out storage space that can be used for newer, more vital items. Secondly, the money you receive from the items you sell can greatly enhance your financial security by providing a little extra spending money.

Geoscape

Clicking the Geoscape button exits the Base Display and returns you to the Geoscape screen.

Base Facilities

Each X-COM base is composed of separate, water-tight compartments known as pods. Each of these pods houses facilities for different aspects of the base's day-to-day operations. A number of facilities are available for construction from the start of the game; others become available as new information and technologies are discovered. Facilities requiring research in order to be constructed are labeled as "Advanced" above their descriptions in this chapter.

Each type of pod requires from one to 38 days to construct, depending on its size and complexity. Each pod is also assigned an initial construction cost, as well as a maintenance cost that is deducted from your funds at the start of each game month. A complete list of base facilities, along with their construction and maintenance costs is shown in Table 3-1.

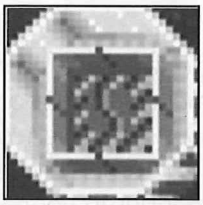
Table 3-1 Construction and Maintenance of Base Facilities (Pods)

Base Facility (Pod)	Construction Time (days)	Construction Cost	Maintenance Cost (monthly)
Air-Lock	1	$300,000	$4000
Alien Containment	18	$400,000	$15,000
Bombardment Shield	38	$1,200,000	$15,000
Gauss Defenses	24	$400,000	$10,000
General Stores	10	$150,000	$5,000
Laboratory	26	$750,000	$30,000
Living Quarters	16	$400,000	$10,000
M. C. Generator	33	$1,300,000	$5,000
M. C. Lab	24	$750,000	$16,000
P.W.T. Defenses	34	$800,000	$14,000
Sonic Defenses	34	$600,000	$12,000
Standard Sonar	12	$500,000	$10,000
Torpedo Defenses	16	$200,000	$5,000
Transmission Resolver	26	$1,400,000	$30,000
Sub Pen	25	$200,000	$25,000
Wide Array Sonar	25	$800,000	$15,000
Work Shop	32	$800,000	$35,000

For ease of reference, this strategy guide divides the types of base pods into several different categories based on the function performed by the facilities within each pod. The facilities in each category are listed alphabetically. All statistics and a complete description is given for each pod.

General Facilities

General facilities include pods that house living quarters, labs, submarine pens, and other maintenance and general purpose facilities.



Air-Lock

Construction Time	**1 Day**
Construction Cost	**$300,000**
Maintenance Cost	**$4,000**

This pod can be found at every base. In fact, it is the first base facility you must construct when establishing a new base. When you choose to construct a base, you are automatically prompted to choose the position of the Air-Lock.

The Air-Lock is a pressurized room, three levels high, through which X-COM personnel enter the base. Supplies and equipment are also received through this facility. Since it provides the only opening to the undersea environment outside the pressurized X-COM base (aside from the Sub Pens), the Air-Lock is one of the entry points often used by aliens invading the base. Because of this, efforts should be made to design the base so that the Air-Lock is as isolated and defensible as possible.

Alien Containment

Construction Time	**18 Days**
Construction Cost	**$400,000**
Maintenance Cost	**$15,000**

Although the aliens currently terrorizing the planet are capable of short-term survival in the oceans and atmosphere of Earth, they have certain environmental needs that must be met if they are to be kept alive in captivity for an extended period of time.

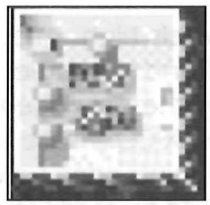
Each Alien Containment pod provides for the environmental needs of up to 10 live aliens at a time. In addition to keeping the aliens alive, the Alien Containment pod is equipped with special security devices that disable the mental and physical attack powers of the confined aliens, rendering them harmless.

General Stores

Construction Time	**10 Days**
Construction Cost	**$150,000**
Maintenance Cost	**$5,000**

The General Stores pod serves as a storage facility, armory, garage, and morgue. All equipment, weapons, submersible weapons systems, alien equipment, alien artifacts, raw materials, and alien corpses are housed in General Stores pods. The only base equipment not stored here are items that are stored aboard transport submarines in your Sub Pens.

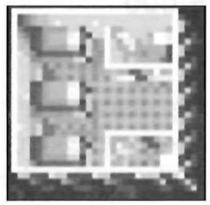
Each General Stores pod provides storage for up to 50 spaces of items and equipment. Each piece of equipment takes up a different amount of space, depending on its size.



Laboratory

Construction Time	**26 Days**
Construction Cost	**$750,000**
Maintenance Cost	**$30,000**

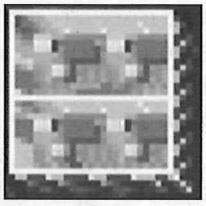
With computer access to the finest civilian and military laboratories, the Laboratory pods at X-COM bases provide some of the best research facilities on the planet. As many as 50 scientists may work in a single Laboratory pod at one time, performing research in such diverse fields as: materials, biochemistry, and weaponry.



Living Quarters

Construction Time	**16 Days**
Construction Cost	**$400,000**
Maintenance Cost	**$10,000**

Each Living Quarters pod provides accommodations for any combination of up to 50 aquanauts, scientists, and technicians. More than just sleeping quarters, a Living Quarters pod provides food preparation, recreational, and other support facilities for its occupants.

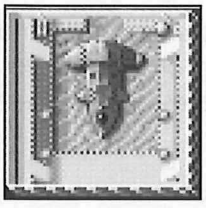


M.C. Lab (Advanced)

Construction Time	**24 Days**
Construction Cost	**$750,000**
Maintenance Cost	**$16,000**

After completing research in the field of alien molecular control technology, X-COM scientists have come up with a way to allow human aquanauts to emulate this powerful form of mental attack. The M. C. Lab allows you to implement this technology.

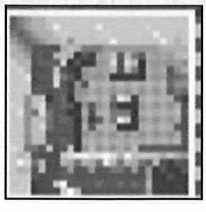
Each M. C. Lab can surgically install implants in up to 10 aquanauts at a time and provide ongoing training in the use of the implants for combat purposes. (More information on molecular control training and combat can be found in Chapter 9.)



Sub Pen

Construction Time	**25 Days**
Construction Cost	**$200,000**
Maintenance Cost	**$25,000**

Each Sub Pen houses a single X-COM flying submarine. Also contained within each Sub Pen pod are the facilities to maintain, repair, and refuel the craft. In order to build a new submarine or to transfer a sub from one base to another, an empty Sub Pen pod must be present at the destination base. Once constructed, each submarine is assigned to a specific Sub Pen. No other craft may utilize these facilities, even if the assigned submarine is currently engaged in a mission.



Work Shop

Construction Time	**32 Days**
Construction Cost	**$800,000**
Maintenance Cost	**$35,000**

Equipped with the best fabrication equipment available, X-COM Work Shop pods allow your technicians to work together to produce

equipment designed to the specifications of the research performed by X-COM scientists. Up to 50 technicians may team up on one or multiple projects in a single Work Shop. However, the number of technicians working at one time may be less than 50, depending on the size of the item being constructed. For example, if an item requires 30 units of Work Shop space for construction and only a single Work Shop is available, a maximum of 20 technicians can work on the project.

Detection Systems

In order to detect and track alien submarines, each X-COM base must be equipped with some sort of detection system. The two detection systems available at the start of the game are based on the same principles as present day sonar. A third, more advanced system is based entirely on alien technology. This advanced system becomes available later in the game, as alien research progresses.

When constructing sonar-based detection systems, remember that the range of these systems is extremely limited. In order to cover a majority of the world with your detection net, it is necessary to operate a series of bases, each with its own detection system.

When using either of the two sonar systems, keep in mind that they are limited in their detection abilities by the speed of the array's rotation. A full, 360-degree rotation of a sonar detector requires 10 game-minutes. In other words, a single sonar unit gets only one chance to detect an alien sub in any given direction during each 10-minute period. This is a severe limitation and can potentially enable a lot of alien subs to slip by undetected.

In order to counter this problem, build multiple sonar units at each base. The more sonar units you employ, the greater your detection ability, since more of the area is covered at any given time.

Table 3-2 lists each type of detection system in the game, along with its range and effectiveness at detecting alien submarines. (See page 67.)

Table 3-2 Range and Effectiveness of X-COM Detection Systems

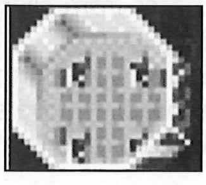
System	Range	Chance of Detecting Sub
Transmission Resolver	800 Nautical Miles	100 percent
Wide Array Sonar	750 Nautical Miles	5 percent every 10 game min.
Standard Sonar	500 Nautical Miles	5 percent every 10 game min.

Standard Sonar

Construction Time	**12 Days**
Construction Cost	**$500,000**
Maintenance Cost	**$10,000**

X-COM sonar detection systems are more advanced versions of the detection systems utilized by Terran military and civilian forces throughout the latter portion of the 20th century. The major difference in the X-COM detection systems is a link to a geostationary satellite network allowing submerged sonar systems to track craft that fly over land.

The Standard Sonar pod has an effective detection radius of approximately 500 nautical miles. The array is somewhat slow, rotating only once every 10 minutes. This makes the detection accuracy of the sonar units somewhat less than desirable, with only a 5 percent chance of detecting an alien sub every 10 game minutes.



Transmission Resolver

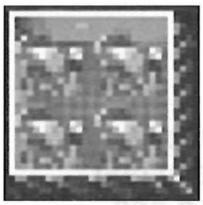
Construction Time	**26 Days**
Construction Cost	**$1,4000,000**
Maintenance Cost	**$30,000**

In order to link the operations of their submarines around the world, the aliens utilize their molecular control network to relay mission data and information between subs and bases.

Studying the alien transmissions enabled X-COM scientists to design a device known as the Transmission Resolver. This device taps into the

aliens' molecular control network and not only detects the positions of alien submarines, but also decodes mission information that reveals the race of aliens controlling the submarine, their current mission, and their destination.

The Transmission Resolver is the ultimate detection device. The detailed information it provides on each alien submarine, combined with its superior range and 100 percent detection capability for any sub within this range, make this device a vital addition to any X-COM base.



Wide Array Sonar

Construction Time	**25 Days**
Construction Cost	**$800,000**
Maintenance Cost	**$15,000**

The Wide Array Sonar pod is identical to the Standard Sonar pod, except that it has an increased detection radius, approximately 750 nautical miles. Its link to the X-COM satellite network allows it to track targets over land, as well as at sea.

Despite its advanced range, the Wide Array Sonar pod suffers from the same problem as the Standard Sonar pod with regards to speed. Its rotation cycle consists of one rotation every 10 minutes, with a detection probability of only 5 percent during each rotation cycle.

Base Defenses

As alien activity increases throughout the game, it becomes necessary to build defensive systems to help protect your bases from alien discovery and attack.

X-COM has access to a number of sophisticated systems to hide and defend its bases. Some of these systems are available at the start of the game, while others require research into advanced Terran and alien technology in order to be produced.

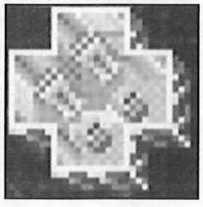
When an alien submarine attempts to invade an X-COM base, the defensive systems automatically open fire on the alien craft. Each installed defensive system can fire once before the alien sub reaches the base. While it is unlikely that a single defensive system can destroy an alien sub with a single shot, destruction of the sub is possible if a number of weapons fire in tandem.

In addition to the statistics listed for other base facilities, most base defenses also list stats for Defense Value and Hit Ratio. These statistics are discussed later in this chapter.

Table 3-3 shows the statistics for base defense systems at a glance.

Table 3-3 Statistics for Base Defense Systems

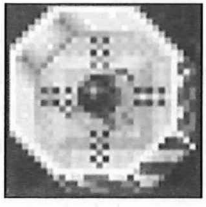
Defensive	Defense	Hit	Notes
Torpedo Defenses	500	50 percent	–
Gauss Defenses	600	60 percent	–
Sonic Defenses	900	70 percent	–
P.W.T. Defenses	1,200	80 percent	–
Bombardment Shield	Shield	–	Allows all defensive systems to fire twice
M.C. Generator	Shield	–	Shields the base from alien M.C. detection grid



Gauss Defenses

Construction Time	**24 Days**
Construction Cost	**$400,000**
Maintenance Cost	**$10,000**
Defense Value	**600**
Hit Ratio	**60 percent**

Utilizing the latest advancements in the new Gauss weapon technology, X-COM scientists developed a large-scale Gauss weapon for use in base defense. Slightly more accurate and powerful than Torpedo Defenses, the Gauss Defense system represents the most advanced base defense weapon available which is based on Terran technology.

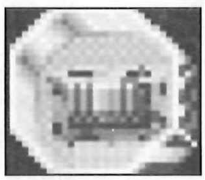


M.C. Generator (Advanced)

Construction Time	**33 Days**
Construction Cost	**$1,300,000**
Maintenance Cost	**$5,000**

The best way to repel a base attack is by not allowing the aliens to discover the position of the base in the first place. The primary method utilized by the aliens to locate X-COM bases is their molecular control technology. With their molecular control network, the aliens can sense the presence of concentrated numbers of humans through the detection of their thoughts.

The Molecular Control Shield uses a negative molecular control emitter to blanket the base, effectively screening out the thought waves of the personnel inside. This confuses the aliens' molecular control net and makes an X-COM base much more difficult to locate.

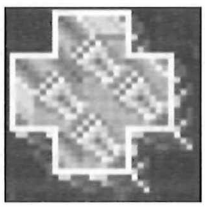


Bombardment Shield (Advanced)

Construction Time	**38 Days**
Construction Cost	**$1,200,000**
Maintenance Cost	**$15,000**

After extensive study of alien attack techniques, X-COM scientists devised this shielding technology to allow X-COM defensive systems more time to repulse a base attack. The Bombardment shield sets up a resonating pulse that keeps the alien sub away from the base long enough for all base defensive systems to fire twice (instead of once).

Although ineffective when used alone, the Bombardment Shield effectively doubles the defensive capacity of a base when used in conjunction with any base defense weapon.

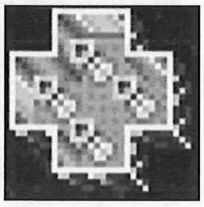


P.W.T. Defenses (Advanced)

Construction Time	**34 Days**
Construction Cost	**$800,000**
Maintenance Cost	**$14,000**
Defense Value	**1200**
Hit Ratio	**80 percent**

Pulse Wave Torpedoes represent the most advanced and powerful defensive weapon available to X-COM bases. The super-dense, armor-piercing warheads of these weapons can penetrate all known forms of armor plating, and magnetic pulses emitted by the guidance systems of the torpedoes serve to defeat all forms of electronic defenses.

Although extremely pricey in comparison with other base defense systems, you should seriously consider the P.W.T. Defense if your base has been discovered and has become the target of frequent alien attacks.



Sonic Defenses (Advanced)

Construction Time	**34 Days**
Construction Cost	**$600,000**
Maintenance Cost	**$12,000**
Defense Value	**900**
Hit Ratio	**70 percent**

Through continued research in the field of alien sonic-based weaponry, X-COM scientists developed a massive sonic weapon for use in base defense. Extremely powerful and more accurate than defense systems based on Terran technologies, Sonic Defenses provide excellent base protection. Although a third more expensive to build and slightly more expensive to maintain than Gauss Defenses, the added power and accuracy of this defense system pays for itself in the long run.

Torpedo Defenses

Construction Time	**16 Days**
Construction Cost	**$200,000**
Maintenance Cost	**$5,000**
Defense Value	**500**
Hit Ratio	**50 percent**

Torpedo Defenses are the most basic defensive system you can construct at your base. This pod is available for construction from the start of the game.

Utilizing larger versions of the torpedoes carried by X-COM submarines, the Torpedo Defense pod provides minimal defense against alien submarines attempting to dock at your base. It is the least powerful and least accurate form of defense available in the game, but this is offset somewhat by the fact that it is also the least expensive defensive system to build and maintain.

Base Location and Design

Knowing how to use the controls on the Base Display, and understanding the components of a base and how each pod functions comprise only a fraction of what you need to know in order to set up and run an effective X-COM base. In order to serve you well, each base must be set up with a specific purpose in mind, and designed and located in such a way that it can perform the tasks you need it to perform. Each base must also be designed to be defensible in case of invasion by alien forces.

Location, Location, Location

Base location plays a major factor in determining the success of your game. If a base is located properly, it gives you the capability of tracking and intercepting a large number of alien subs each month. This leads to a higher score and a constant source of revenue from the funding organizations whose oceans you are defending. On the other hand, if a base is poorly located, you are able to detect and effectively deal with fewer alien subs. This leads to a low score and a constant reduction in revenue due to dissatisfied funding organizations.

What makes choosing a proper base location even more critical is that it is the first successful–or disastrous–decision you can make in a new game.

When you start a new game, the Geoscape screen appears and you are prompted to choose a location for your first base (see Figure 3-14). Using the Geoscape view controls as described in Chapter 2, rotate the globe until you see a spot where you want to build your base. (X-COM bases in *Terror from the Deep* cannot be built on land–they must be located underwater.) Choose your base site by clicking on the 3-D globe.

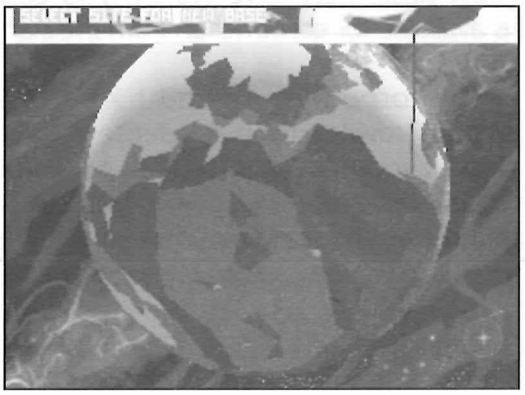


Figure 3-14.
Placing Your First Base.

Choosing the site of your first base is the most important base location choice you are required to make in the game for a number of reasons. First, it enhances your ability to successfully detect alien subs in the first month or so of game time. Your first base is a pre-built complex equipped with a single, Standard Sonar array as a detection system. This severely limits your chances of detecting alien activity, due to its limited range and detection probability. Even if you start to build a Wide Array Sonar pod on the first day of the game, you are stuck with the standard system for nearly a month. This means that, if you put this base in an isolated area of the world, you will detect few if any alien subs early in the game. Therefore, you should place your first base near the coastline of a highly populated country or territory.

Another, more mercenary consideration in placing the initial base is money. The first couple of months are generally marked by many purchases for base improvements, new equipment, personnel, etc. Obviously, this requires money, and the primary source of money (at least early in the game) is contributions from the funding organizations of the world. The amount of money contributed by each organization is based, in part, on how well X-COM is currently dealing with the alien threat within each organization's area of influence. It is to your advantage to locate your first base near or within the area controlled by one of the wealthier organizations–or, better still, on the border between two or more particularly wealthy organizations. (More detailed discussion of the funding organizations and their monthly contributions to X-COM can be found in Chapter 5).

Funding Organizations Versus Geographic Locations

The names of funding organizations do not correspond to the names of oceans and seas of the world and, while the names of the funding organizations appear on the Geoscape map, the names of the worlds oceans do not. This can lead to some confusion with regard to choosing a base location. For example, an X-COM base located in the North Atlantic geographic region can be within the sphere of influence controlled by the Euro-Syndicate or the United States funding organization. This means that you should take note of both the geographic location and the funding organization when deciding on a base location.

The Best Seats in the House

Keeping in mind the two primary factors of detection range limitations and financial considerations, the following list gives examples of good locations for setting up your first base. Each of these locations also provides an excellent choice for additional bases as the game progresses.

- **Sea of Japan**. (Figure 3-15) This is the base location recommended in the game manual, and it is a very effective choice. A base, located as shown, can effectively monitor alien activity in much of Neo Japan, Fed Korea, and Free China.

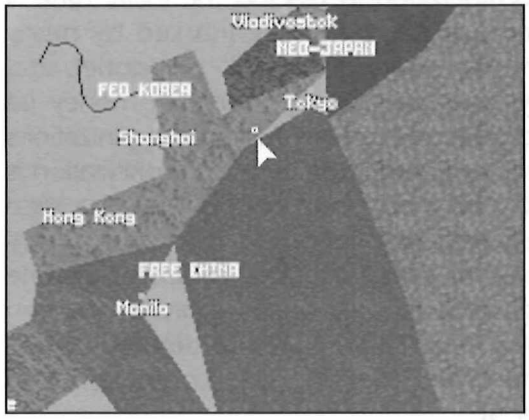


Figure 3-15.
An X-COM Base in the Sea of Japan.

- **Africa**. (Figure 3-16) A base located in the Persian Gulf can simultaneously monitor alien activity in the Egyptian Cartel and the Arabian Bloc, both of which are very wealthy organizations.

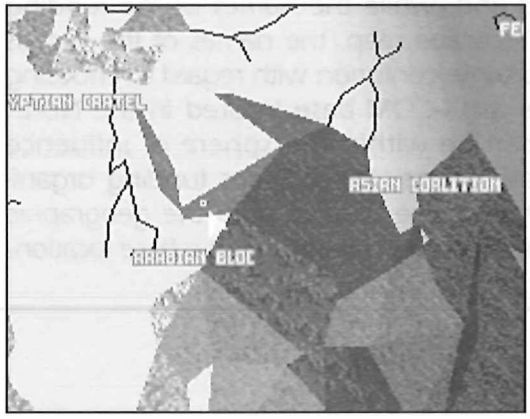


Figure 3-16.
An X-COM Base in the Persian Gulf.

- **North Atlantic/Caribbean**. (Figure 3-17) A base established in the North Atlantic off the east coast of the United States, in the Hudson Bay region of Canada (also considered the North Atlantic), or in the Gulf of Mexico (Caribbean) can effectively monitor alien activity in the United States, the wealthiest nation in the game.

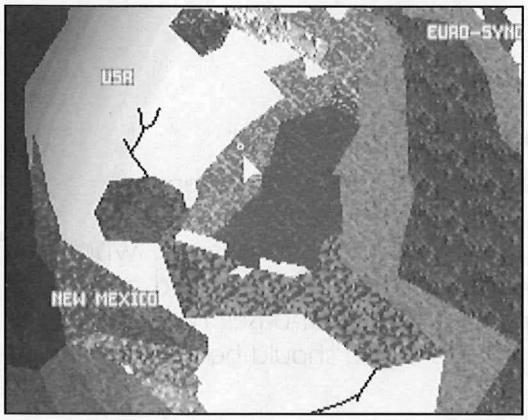


Figure 3-17.
Possible Location for an X-COM Base Monitoring the United States.

- **Mediterranean**. (Figure 3-18) A base located in the Mediterranean near the southern tip of Italy can effectively monitor alien activity in the Euro-Syndicate and the Egyptian Cartel.

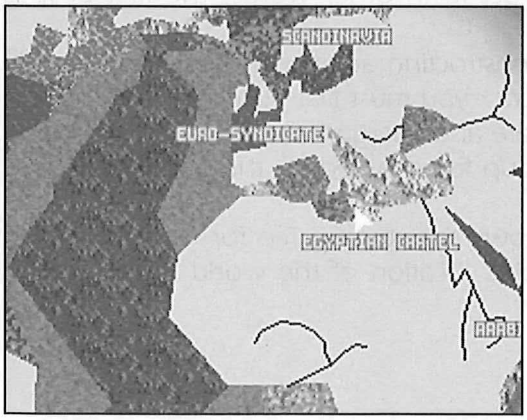


Figure 3-18.
An X-COM Base in the Mediterranean.

- **Indian Ocean**. (Figure 3-19. See page 76) A base located in the Indian Ocean can effectively monitor alien activity in both the Asian Coalition and the Arabian Bloc.

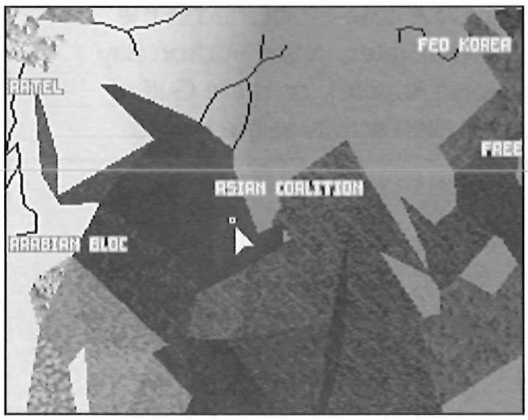


Figure 3-19.
An X-COM Base in the Indian Ocean.

These are just several examples of good base locations. When you play the game, experiment with other areas of the world as sites for X-COM bases. Just keep in mind that successful bases need to provide coverage for fairly wealthy organizations and should be located in high-population areas.

Start-up Costs

Your initial base is given to you pre-built, and you may select any area of the world in which to construct it. In other words, the first base is completely free of charge.

This is not the case when constructing additional bases, however. In addition to the cost of the Air-Lock you must first build when you begin to construct a new base, you are also charged a start-up fee when you choose the base site. The start-up fee is based on the geographic area you have chosen as a location.

Table 3-4 (see page 77) shows the start-up fee for establishing an X-COM base in each geographic location of the world (from least to most expensive).

Naming Bases

After you choose a location for a new base, you are immediately prompted to type in a name for the base. Simply type the name of your choice and press the enter key when you are done.

You can name your bases anything you want, but you should consider using practical names that denote the location and/or function

Table 3-4 Start-up Fees for New X-COM Bases

Geographical Area	Base Start-up Fee
Africa	$500,000
Sea of Japan	$500,000
Indian Ocean	$550,000
Arctic	$600,000
South Pacific	$600,000
South China Sea	$650,000
Antarctic	$750,000
North Sea	$750,000
Caribbean	$800,000
North Atlantic	$800,000
North Pacific	$900,000
South Atlantic	$950,000
Mediterranean	$1,000,000

of the base. For example, a base called "Base 1" tells you nothing about the location of the base. If each successive base was named sequentially–Base 2," "Base 3," etc.–it can cause some confusion when you open the main intercept window to launch a craft. Intercept subs should always be launched from the base closest to the position of the alien sub being tracked. Say the alien sub is over India. If you have named your bases as described above, you probably wouldn't know which base is closest to India. However, if you had named your three bases "USA," "Sea of Japan," and "Persian Gulf," you would know that the interception should be launched from the "Persian Gulf" base.

Naming a base for the function it performs can also be helpful. A base made up exclusively of Laboratories and Living Quarters to house scientists can be called "Research Lab," or a base established exclusively as a remote sonar site can be called "Listening Post."

Obviously, there is no hard and fast rule that says you have to name your bases in a certain way. However, you might find that it helps in the long run to be able to tell the location and function of your bases without having to search the world for them.

Building Bases

The following section explains the basics of building bases. It discusses the types of pods that should be built at a normal, general-purpose base, and gives suggestions on designing bases to perform dedicated functions. This section also discusses construction strategies you can use to create bases that can be easily defended from an alien attack.

The First Base

Your first base is prefabricated. When you choose a location for it at the start of the game, the type of pods and their layout are always the same (see Figure 3-20). The first base contains the following facilities:

- **1 Air-Lock**
- **1 Standard Sonar pod**
- **3 Sub Pens** (one for each of your three initial submarines)
- **1 Laboratory**
- **1 Work Shop**
- **1 General Stores pod**
- **1 Living Quarters pod**

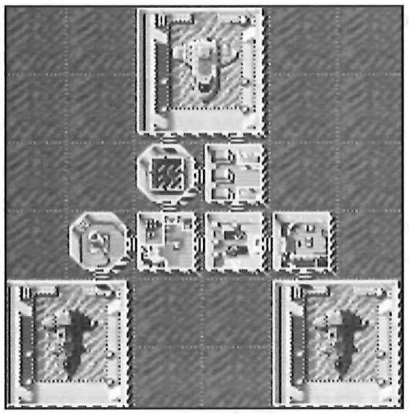


Figure 3-20.
Your First Base.

Although this design provides all the basics needed for a multi-purpose base, there are a number of pods that you should add immediately at the start of the game. These pods are listed on page 79.

- **1. Build a second General Stores pod**. With the equipment you must purchase to properly equip your craft, base, and aquanauts, coupled with the large number of alien artifacts that your aquanauts almost immediately begin retrieving from alien sub assaults and crash sites, the existing General Stores pod fills up fast. Once full, you are prevented from buying or manufacturing new items until more storage space becomes available.

- **2. Build an Alien Containment pod**. The capture and interrogation of live aliens is extremely vital to your success in *Terror from the Deep*. Therefore, you must construct an Alien Containment pod as soon as possible so that captured aliens can be kept alive until they can be interrogated.

- **3. Build a second Living Quarters pod**. Each Living Quarters pod can house only 50 residents. When the game begins, your first pod is already more than half full (10 scientists, 10 technicians, and eight aquanauts). It quickly becomes necessary to increase your research team significantly so that you can more quickly reach the aliens' level of technology. Therefore, living space quickly becomes scarce.

- **4. Build a Wide Array Sonar pod**. The range and detection capabilities of the single Standard Sonar array are very limited. It is important to quickly boost your alien sub detection capabilities.

The four improvements listed here should be considered almost mandatory in order to keep your first base functioning at peak efficiency. Another early option might be to begin construction on a second Laboratory. However, it is probably best to wait until at least the second month of the game to do so. It is important that you not overextend your spending and leave yourself with no money to buy weapons and ammunition.

One base improvement that many players may be tempted to make immediately is the addition of a base defense system. It is certainly a good idea to employ base defenses. However, in practice, X-COM bases very seldom get invaded near the beginning of the game. When considering base defenses, it is a better practice to wait until later in the game when the risk of attack is greater. This not only saves you many months of maintenance costs on an unused defense system, but also allows time for you to research more powerful and accurate defensive systems than the Torpedo Defenses available at the start of the game.

Building a Defensible Base

The layout of your bases can sometimes be almost as important as the base location itself. New players often overlook this factor, because under normal circumstances, the floor plan of your base is seen only in the overhead Base Map view on the Base Display. However, if a base is discovered by aliens, you are called upon to defend your bases in a battle that takes the form of an assault mission. When this happens, it becomes vital that the base is laid out in an organized and defensible manner.

An analysis of the base you are given at the start of the game quickly shows that it is a potential nightmare to defend. When an alien sub successfully docks, this facility gives the aliens two possible points of entry into the base: the Sub Pens and the Air-Lock. The original base is roughly triangular with the three Sub Pens at the corners. The Air-Lock is located just south of the upper-most Sub Pen and is connected to two additional base pods.

This design creates a tactical nightmare. In most X-COM base attacks, the aliens distribute their attack force among most or all available points of entry. This means that you must deploy your forces to defend four separate pods located in three widely dispersed locations. Seldom (if ever) are you lucky enough to have aquanauts near every one of the entry points. This allows the aliens invading through the entry point farthest from your forces one or two turns to leave the Sub Pens and hide among the other base pods while your aquanauts attempt to move into position. Once the aliens leave the relatively open space of the Sub Pens, it becomes very costly in terms of both time and aquanaut lives to hunt them down in the maze of Living Quarters and General Stores facilities.

Unfortunately, it is impractical to make all the necessary changes in your first base to make it easily defensible. However, you can build all of your other bases so that they remain as defensible as possible. This process begins with the placement of the first base pod.

When you choose a location for and name a new base, you are shown a blank Base Map and prompted to select a position for the Air-Lock. Place the Air-Lock on the left or right edge of the Base Map in the third square from the bottom edge (see Figure 3-21 on page 81).

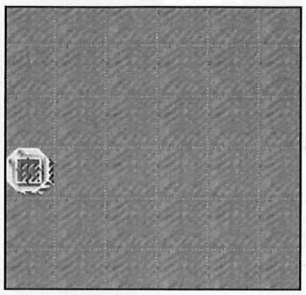


Figure 3-21.
Placing an Air-Lock at a New X-COM Base.

Once you have completed the Air-Lock, you are ready to add other pods to the base. If you want to equip the base with Sub Pens, you may place up to three of them along the bottom edge of the map, starting with the one connected to the Air-Lock (see Figure 3-22).

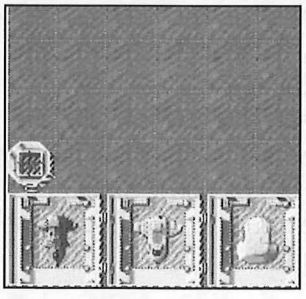


Figure 3-22.
Strategic Placing of the Sub Pens.

Other base structures should then be added, beginning with the square directly above the Air-Lock on the Base Map. Continue to build pods along this row of squares until you reach the opposite side of the map. Note that this leaves a row of empty squares as a buffer zone between the new pods and the Sub Pens, the only connection being the Air-Lock itself (see Figure 3-23).

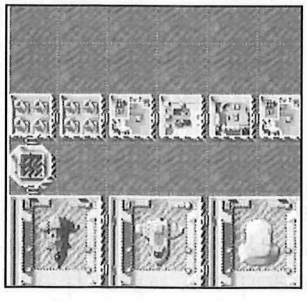


Figure 3-23.
A Strategic Base Takes Shape.

The remaining base pods may now be added in the two rows at the top of the screen. In order to provide for maximum defense, make sure that you leave at least two (preferably, four) empty squares in the upper corner of the map above the Air-Lock, as shown in Figure 3-24.

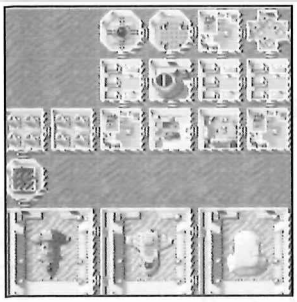


Figure 3-24.
A Completed, Strategically Designed Base.

Even at a glance, you can see how easily the base shown in Figure 3-24 could be defended. The three largest points of entry for the aliens (the Sub Pens) are completely isolated from the main body of the base, with the only connection through the fourth possible point of entry (the Air-Lock). When defending this base, your aquanauts need only to cover the corridor leading to the Air-Lock. If you move the defenders quickly into position, it is virtually impossible for the aliens to get past them.

If all your auxiliary bases are designed in this manner, base defense missions should cause you a minor irritation at most.

Always think ahead when constructing new bases. Most pods take a long time to construct, so it is usually a good idea to plan the basic layout of a new base before you are ready to build it and to make sure you have enough money to begin construction on the most important parts of the base immediately after the Air-Lock is completed. Of course, you should be careful not to over-extend your funds. If you can't afford to properly staff and stock your new base, it's useless to you.

Types of Bases

During the many hours I have spent playing the original game, *X-COM UFO Defense*, it has always been my strategy to build all my bases as multi-purpose installations, complete with interceptors, transports, research labs, etc. My purpose was to make sure every base could fend for itself in case

of attack and be of equal value in every sort of X-COM interception and assault mission. A pricey strategy, but it works pretty well.

Throughout my research, I have talked with many of the best X-COM players around. Time and time again, I have heard that their base-building strategy involved having one or two major, multi-purpose bases and a series of smaller bases geared to specific tasks. I have experimented with this idea while playing *Terror from the Deep*, and I have found that this strategy also works pretty well.

Listed here are some possible ideas for small bases designed to perform specific tasks:

- **Listening Posts** Several small bases, each consisting of just detection equipment and an Air-Lock, can be placed at intervals around the globe to widen your detection net. Intercept and assault missions can be launched from larger, multi-purpose bases placed at strategic places along the network.

- **Intercept Bases** One step up from listening posts, an intercept base has at least one Sub Pen housing an intercept sub, in addition to its detection equipment. This allows you to launch your intercept missions from a point that is as close as possible to the alien subs detected by the base.

- **Research Labs** A base consisting of just Laboratory and Living Quarters pods can be built to accommodate large numbers of scientists. This base can be your primary source of scientific research. This leaves more room at other bases for weapons, submarines, etc.

- **Factories** Similar in concept to research labs, you may want to build a base composed of only Work Shops, General Stores, and Living Quarters pods. A base like this can be used to produce equipment for other bases or to sell the equipment for a profit (see Chapter 5 for more details).

Used properly, these task-specific base designs work rather well. However, many players still prefer two or three large, fully-equipped bases to a larger number of small bases. Experiment with different combinations of base types and find the strategy that works best for you.

Defending Your Bases

Even with the best detection systems and the most powerful defenses available, hardly a game of *Terror from the Deep* goes by in which you are not forced, at least once, to defend your base from a hostile alien force that happens to get inside. Hopefully, you have taken the design advice in this chapter to heart, and your task is made simpler by an easily defensible base design. Otherwise, you may find yourself in for a long and difficult defense mission.

For details and strategies concerning X-COM base defense, see Chapter 11.

Chapter 4

Submarines, Weapons and Equipment

During the dark years of the First Alien War, X-COM scientists and technicians worked together using a combination of Terran and alien technology to produce craft, weapons, and other equipment that eventually allowed Earth forces to turn the tide of battle against the invaders and to destroy the aliens' base at Cydonia.

In the years following the war, Earth scientists continued to study the technology recovered from the aliens. Unfortunately, no matter what techniques they tried, the scientists were unable to come up with a way to reproduce the alien element Elerium-115, which was used to power most of the alien devices. Though X-COM had recovered a small supply from downed UFOs and alien bases, once the alien threat was eliminated, the Elerium supply quickly dwindled. The useless weapons requiring the element were stored away for possible future use, and all Elerium-fueled craft were scrapped.

When the new alien threat began in 2039, Earth was caught unprepared. As if the lack of advanced weaponry wasn't bad enough, it was quickly discovered that the alien alloys used to build X-COM armor were highly unstable and quickly dissolved when exposed to water. Under-armed and with no armor to protect the aquanauts, X-COM scientists were forced back to their research labs and X-COM technicians back to their work shops to come up with a new selection of advanced hardware for aquanauts to use against the terror from the deep.

Purchased Items Versus Researched Items

At the start of the game, X-COM has access to a large number of items that may be purchased. These items are based strictly on the technology level of 21st century Earth, so these vehicles, weapons, and equipment are, in most cases, inferior to their alien counterparts. This equipment remains available throughout the game. Any of these items may be purchased by clicking the Purchase/Recruit option on the Bases screen, then selecting the item from the list displayed on the Purchase/Hire Personnel screen.

Table 4-1 shows a complete list of the items available for purchase, along with the purchase price, which remains the same throughout the game. This book refers to these items as "basic" items. Detailed descriptions of each equipment type can be found later in this chapter. Although Table 4-1 includes personnel (aquanauts, scientists, and technicians), descriptions of each type of personnel are covered separately in other sections of this book.

Table 4-1 Basic Subs, Weapons, and Equipment

Item	Category	Cost Per Unit
Aquanaut	Personnel	$40,000
Scientist	Personnel	$60,000
Technician	Personnel	$50,000
TRITON	Flying Sub	$500,000
BARRICUDA	Flying Sub	$600,000
Ajax Launcher	Sub Weapon	$16,000
D.U.P. Head Launcher	Sub Weapon	$17,000
Craft Gas Cannon	Sub Weapon	$30,000
Ajax Torpedo	Sub Ammunition	$3000
D.U.P. Head Torpedo	Sub Ammunition	$9000
Gas Rounds (x 50)	Sub Ammunition	$1240
Coelacanth/G. Cannon	SWS	$420,000
Solid Harpoon Bolts	SWS Ammunition	$200
Coelacanth/Aqua Jet	SWS	$480,000
Aqua Jet Missiles	SWS Ammunition	$3000
Dart Gun	Weapon	$800

(Continued on page 87)

Table 4-1 Basic Subs, Weapons, and Equipment
(Continued from page 86)

Item	Category	Cost Per Unit
Dart Clip	Ammunition	$70
Jet Harpoon	Weapon	$3000
Harpoon Clip	Ammunition	$200
Gas Cannon	Weapon	$6400
GC - AP Bolts	Ammunition	$300
GC - HE Bolts	Ammunition	$500
GC - Phosphorous Bolts	Ammunition	$400
Hydro-Jet Cannon	Weapon	$13,500
HJ-AP Ammo	Ammunition	$500
HJ-HE Ammo	Ammunition	$700
HJ-P Ammo	Ammunition	$650
Torpedo Launcher	Weapon	$4000
Small Torpedo	Ammunition	$600
Large Torpedo	Ammunition	$900
Phosphor Torpedo	Ammunition	$1200
Magna-Blast Grenade	Weapon	$300
Dye Grenade	Weapon	$150
Particle Disturbance Grenade	Weapon	$500
Magna-Pack Explosive	Weapon	$1500
Thermal Tazer	Weapon	$1260
Chemical-Flare	Equipment	$60

The game begins with a number of new Terran technological theories waiting to be researched. X-COM scientists may be immediately assigned to research any of these projects. Upon completion of the research, new items may become available for manufacture by your technicians. In addition, as you successfully complete missions, aquanauts bring back examples of alien technology, as well as alien artifacts that may also be studied by your scientists. Once your scientists complete research on an alien object or artifact, your aquanauts gain the knowledge necessary to use alien equipment and your technicians, in most cases, gain the ability to reproduce the technology. Completion of this type of research leads to a more evenly matched battle between X-COM forces and the aliens.

Table 4-2 lists all sub, weapons, and other items requiring research and manufacture. It also indicates the amount of time required to produce each item, its cost, and any special materials required to make it. This book refers to these items as "advanced" items. Advanced items never become available for direct purchase, even after they have been researched. They must be built by X-COM technicians in a base work shop.

Table 4-2 Advanced Subs, Weapons, and Equipment

Item	Category	Cost Per Unit	Technician-Hours To Produce	Work Space Required	Special Materials Required
Aqua Plastics	Alien Artifact	$3000	100	10	—
Blasta Rifle Power Clip	Ammunition	$3000	80	4	Zrbite (2)
Cannon Power Clip	Ammunition	$6000	80	4	Zrbite (3)
Coelacanth/Gauss Cannon	SWS	$500,000	1200	25	—
Displacer/P.W.T.	SWS	$900,000	1400	30	Zrbite (25) Aqua Plastics (8)
Displacer/Sonic	SWS	$850,000	1200	30	Zrbite (30) Aqua Plastics (5)
Disrupter Ammo	Ammunition	$8,000	220	3	Zrbite (3)
Disrupter Pulse Launcher	Weapon	$90,000	1200	5	Aqua Plastics (1)
Gauss Cannon	Sub Weapon	$182,000	300	6	—
Gauss Cannon Ammo	Ammunition	$200	5	2	—
Gauss Pistol	Weapon	$8000	300	2	—
Gauss Pistol Clip	Ammunition	$1000	20	3	—
Gauss Rifle	Weapon	$20,000	400	3	—
Gauss Rifle Clip	Ammunition	$2000	45	4	—
HAMMERHEAD	Flying Sub	$600,000	14,000	30	Aqua Plastics (65) Ion Beam Accelerators (1) Magnetic Navigation (1)
Heavy Gauss	Weapon	$32,000	700	4	—
Heavy Gauss Clip	Ammunition	$4000	70	4	—
Heavy T.L.	Weapon	$20,000	300	3	Zrbite (2)
Ion Armor	Personal Armor	$42,000	1000	16	Aqua Plastics (5) Zrbite (5)
Ion Beam Accelerator	Alien Sub Component	$130,000	1400	22	Aqua Plastics (5) Zrbite (16)
LEVIATHAN	Flying Sub	$900,000	34,000	36	Aqua Plastics (120) Ion Beam Accelerators (2) Magnetic Navigation (1)

(Continued on page 89)

Table 4-2 Advanced Subs, Weapons, and Equipment
(Continued from page 88)

Item	Category	Cost Per Unit	Technician-Hours To Produce	Work Space Required	Special Materials Required
Magnetic Ion Armor	Personal Armor	$58,000	1400	16	Aqua Plastics (5) Zrbite (16)
Magnetic Navigation	Alien Sub Component	$150,000	1600	18	Aqua Plastics (3)
MANTA	Flying Sub	$400,000	18,000	34	Aqua Plastics (85) Ion Beam Accelerator (1) Magnetic Navigation (1)
M.C. Disrupter	Weapon	$160,000	500	4	Zrbite (2) Aqua Plastics (1)
M.C. Reader	Alien Artifact	$262,000	1200	4	Zrbite (1)
Medi-Kit	Equipment	$28,000	420	4	—
Particle Disturbance Sensor	Equipment	$34,000	220	4	—
Pistol Power Clip	Ammunition	$2000	60	3	Zrbite (1)
Plastic Aqua Armor	Personal Armor	$22,000	800	12	Aqua Plastics (4)
P.W.T. Ammo	Ammunition	$28,000	600	6	Zrbite (4)
P.W.T. Cannon	Sub Weapon	$242,000	400	6	—
P.W. Torpedo	SWS Ammunition	$15,000	400	25	Zrbite (5) Aqua Plastics (8)
Sonic-Blasta Rifle	Weapon	$88,000	820	4	Aqua Plastics (1)
Sonic Cannon	Weapon	$122,000	1000	4	Aqua Plastics (1)
Sonic Oscillator	Sub Weapon	$266,000	500	8	Zrbite (15)
Sonic Pistol	Weapon	$56,000	600	3	Aqua Plastics (1)
Sonic Pulser	Weapon	$6700	200	2	Zrbite (2)
Thermal Shok Launcher	Weapon	$78,000	900	3	Aqua Plastics (1)
Thermal Shok Bomb	Ammunition	$7000	200	2	Zrbite (1)
Thermic Lance	Weapon	$12,000	220	3	Zrbite (2)
Vibro Blade	Weapon	$7000	150	3	Zrbite (1)

X-COM Submarines

Even though the alien threat exists entirely on our own planet this time, X-COM still remains very dependent upon specialized vehicles for success. First, intercept subs must be able to successfully engage and disable alien subs. Then, reliable transport subs must be available so that aquanauts can explore and secure alien crash sites, and defend Earth shipping lanes and ground installations from alien terrorist attacks. The game provides a number of different subs for performing these tasks.

These submarines are capable of limited atmospheric flight, in addition to underwater operations, but are unable to engage in combat unless submerged. The statistics listed for each sub are as follows:

- **Sub Type** Interceptor or transport sub
- **Cost** The purchase or production price for the sub
- **Monthly Rental** The fee (if any) paid to the contributing government each month for use of the sub
- **Technician–Hours to Produce** How long it takes your technicians to build one sub
- **Special Materials Required** Materials required to produce each sub
- **Work Space Required** Number of work shop space units required to produce each sub
- **Maximum Speed** The maximum air and sea velocity of the sub (in knots)
- **Acceleration** The sub's rate of acceleration (higher is better)
- **Fuel Capacity** The maximum amount of fuel the sub can carry
- **Weapon Pods** The number of hard-points for mounting weapons on the sub
- **Damage Capacity** The number of damage points it takes to destroy the sub
- **Cargo Space** The amount of space available for carrying personnel and equipment
- **SWS Capacity** The maximum number of Submersible Weapons Systems (amphibious tanks) that may be transported within the sub

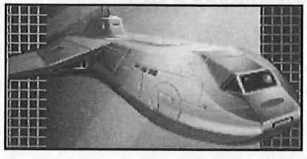
Basic Subs

When the undersea alien threat became apparent, X-COM scientists and technicians were under a great deal of pressure to come up with reliable transport and intercept submarines for X-COM use. Because alien activity escalated so quickly, X-COM was forced to fall back on the best Terran technology available. This consisted of two military prototype designs–one, an intercept sub, the other a small troop transport sub–both capable of limited atmospheric flight, as well as aquatic operations.

BARRACUDA

Sub Type	**Interceptor**
Cost	**$600,000**
Monthly Rental	**$600,000**
Technician Hours to Produce	**N/A**
Special Materials Required	**N/A**
Work Space Required	**N/A**
Maximum Speed	**2,400**
Acceleration	**3**
Fuel Capacity	**800**
Weapon Pods	**2**
Damage Capacity	**120**
Cargo Space	**0**
SWS Capacity	**0**

Designed for military use by British Hydrospace, the Barracuda represents the state-of-the-art in Terran interceptor technology. This one-man sub is capable of both airborne flight and submersible operations. It uses the versatility of its super-heated engines to become airborne, reaching its maximum velocity of 2400 knots on intercept approach, then dives into the water near the target to engage in combat. Though hardly an even match for larger alien submersibles due to its lack of speed, vulnerability to the armament of big alien subs, and its inability to handle the pressure of an extremely deep dive, the Barracuda can serve you well throughout the game against all but the largest enemy vessels.



TRITON

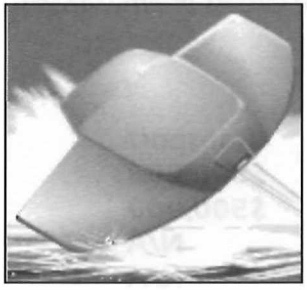
Sub Type	**Transport**
Cost	**$500,000**
Monthly Rental	**$500,000**
Technician Hours to Produce	**N/A**
Special Materials Required	**N/A**
Work Space Required	**N/A**
Maximum Speed	**790**
Acceleration	**2**
Fuel Capacity	**1,400**
Weapon Pods	**0**
Damage Capacity	**160**
Cargo Space	**14**
SWS Capacity	**3**

The Triton is a transport vehicle designed for world-wide, multi-purpose use by the Sub-Am Corporation. Although Sub-Am most likely had commercial transport in mind when designing this sub, it was drafted into exclusive X-COM service as an assault squad transport. Like the Barracuda, the Triton uses an advanced drive system enabling both airborne and submersible operations. Although slow and altogether lacking in any type of armament, this sub allows for the transport of a sizable X-COM assault team and several Submersible Weapons Systems. The Triton can easily serve as the primary X-COM transport for most players throughout the majority of the game.

Advanced Subs

As alien sub activity increases, so do the problems facing X-COM intercept subs. Almost every alien sub can outrun your interceptors. Larger alien subs feature weaponry that can destroy a Barracuda in one shot, even at long range. Also, due to the Barracuda's depth restrictions, many intercept missions must be aborted.

Since existing Terran technology cannot provide vehicles capable of dealing with the alien threat, you must use the knowledge gained from researching alien devices and artifacts to construct larger, faster, and more powerful subs with which to intercept the enemy and transport your aquanauts to the sites of alien activity.



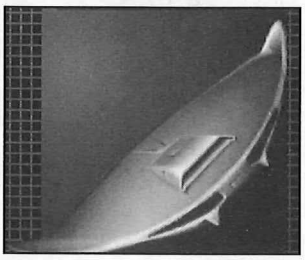
HAMMERHEAD

Sub Type	**Transport/Interceptor**
Cost	**$600,000**
Monthly Rental	**N/A**
Technician Hours to Produce	**14,000**
Special Materials Required:	
	Aqua Plastics (65)
	Ion Beam Accelerators (1)
	Magnetic Navigation (1)
Work Space Required	**30**
Maximum Speed	**4,030**
Acceleration	**9**
Fuel Capacity	**60**
Weapon Pods	**1**
Damage Capacity	**960**
Cargo Space	**12**
SWS Capacity	**0**

Intense study of the dense, light-weight aqua plastics and the complex drive and navigation systems retrieved by X-COM aquanauts from captured alien subs allow your technicians to begin constructing new flying subs based on alien technology. The Hammerhead is the first such sub available for construction.

The Hammerhead offers many advantages over both the Barracuda and the Triton. As an intercept sub, the Hammerhead is faster and can withstand eight times the damage of its Terran counterpart. Also, the Hammerhead acts in a dual capacity, intercepting an alien sub while carrying a team of X-COM aquanauts who can be on the scene instantly to explore the crash site.

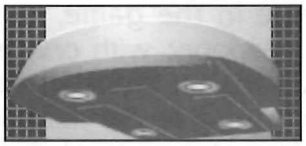
Unfortunately, the negative features of this sub tend to outweigh the positive. Of the four intercept subs available in the game, the Hammerhead carries the least sub-mounted weaponry, with only a single weapon pod. Additionally, it is the only transport in the game incapable of carrying an SWS. This puts troops at a severe tactical disadvantage, especially when assaulting an alien colony or exploring and assaulting larger alien subs. Finally, the Hammerhead uses Zrbite for fuel, and when used as an intercept sub, it is 50 percent less fuel-efficient than the more advanced Manta interceptor. Economically, it is better to continue using Barracudas and Tritons until you are able to produce Manta and Leviathan subs.



MANTA

Sub Type	**Interceptor**
Cost	**$400,000**
Monthly Rental	**N/A**
Technician Hours to Produce	**18,000**
Special Materials Required:	
	Aqua Plastics (85)
	Ion Beam Accelerator (1)
	Magnetic Navigation (1)
Work Space Required	**34**
Maximum Speed	**4,600**
Acceleration	**10**
Fuel Capacity	**30**
Weapon Pods	**2**
Damage Capacity	**400**
Cargo Space	**0**
SWS Capacity	**0**

A good deal faster and more fuel efficient than its earlier counterpart the Hammerhead, the Manta interceptor is a significant step forward in the attempt to re-create alien flying sub technology. Closely resembling the ion-powered alien subs, the Hammerhead provides X-COM with a fast attack vehicle that can keep up with all but the fastest alien vessels at almost any depth. At the same time, it can withstand nearly four times the damage of a Barracuda interceptor. Although it uses Zrbite for fuel, it is the most fuel-efficient of the three available advanced subs. This, combined with its lower cost and no monthly rental fee make it the best overall interceptor available in the game, provided that you keep a close watch on your Zrbite supplies.



LEVIATHAN

Sub Type	**Transport/Interceptor**
Cost	**$900,000**
Monthly Rental	**N/A**
Technician Hours to Produce	**34,000**
Special Materials Required:	
	Aqua Plastics (120)
	Ion Beam Accelerators (2)
	Magnetic Navigation (1)
Work Space Required	**36**
Maximum Speed	**5,800**
Acceleration	**9**
Fuel Capacity	**50**
Weapon Pods	**2**
Damage Capacity	**1,250**
Cargo Space	**26**
SWS Capacity	**4**

The Leviathan represents the ultimate achievement in combining alien and Terran technology to construct an advanced X-COM sub. Full utilization of alien ion propulsion and magnetic navigation systems allows for extremely high acceleration and a maximum speed that rivals even the fastest alien vessel. Also, with the experience gained in the manipulation of aqua plastics technology, the damage capacity of the Leviathan is at least 400 greater than its closest predecessor. This allows the sub to withstand the water pressure at even the most extreme depths.

The Leviathan is indispensable to the game, because it's the only sub capable of descending to the location of T'leth, the alien colony where the final battle of the game takes place. The Leviathan is also the only

available sub that can successfully intercept the most powerful alien vessels–Battleships and Dreadnoughts–on its own. Its speed, weapons capacity, and damage capacity make the Leviathan the most powerful interceptor available. Its SWS and troop capacity also make it the most effective transport.

The Leviathan is, as its name indicates, a very large craft. In order to build it within a reasonable amount of time, you must have available at least two Work Shops and a large team of technicians.

Despite all the compelling factors, don't give in to the temptation to abandon all other X-COM subs in favor of the Leviathan. First, the cost and time required to build this sub combine to make it very expensive. Building a fleet of these ships will likely require more time and money than you have available. In addition, the fuel cost for operating this vessel is extremely high: the Leviathan uses as much as 50 units of Zrbite on each mission. Unless you have a lot of spare Zrbite to burn, you can easily end up with a fleet of vessels that just sit in your sub pens and gather barnacles.

It is, therefore, best to use the Leviathan sparingly. Keep several Barracudas or Mantas around for patrols and most interception tasks. And keep a Triton in service to act as a transport to crash sites and smaller assault missions. Use your Leviathans only when no other sub can do the job.

Sub-Mounted Weapon Systems

Those X-COM subs capable of performing intercept functions are built with one or more hard-points on their hulls on which weapon systems of various types can be mounted. Several basic weapon systems are available at the start of the game, while others become available through research as the game progresses. The statistics listed for each sub-mounted weapon system are as follows:

- **Cost** The cost to buy or produce each weapon system
- **Ammo Cost** The cost of the weapon's ammunition (unless otherwise noted, the cost listed is the cost per round)
- **Technician Hours to Produce** The amount of time required for your technicians to produce each weapon system

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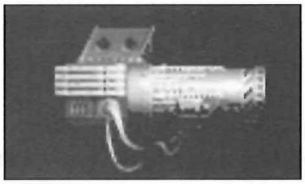
(Continued from page 95)

- **Special Materials Required** Materials required to produce each weapon system
- **Work Space Required** Number of work shop space units required to produce one weapon system
- **Damage** The amount of damage inflicted for each successful shot
- **Range** The maximum range of the weapon in kilometers
- **Accuracy** The base percentage chance for the weapon to hit a target
- **Reload Time** The amount of time required to reload the weapon between consecutive shots
- **Maximum Rounds** The ammunition capacity of the weapon

Basic Sub-Mounted Weapon Systems

At the start of the game, several weapons are available to arm your intercept subs. Although these weapons represent the best 21st Century Terran technology has to offer, they fall far short of the range, accuracy, and damage potential of the armament carried by most alien vessels. These basic systems are powerful enough to hold off the smaller alien subs that appear early in the game, but warrant quick replacement as more advanced weaponry becomes available.

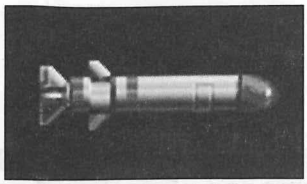


CRAFT GAS CANNON

Cost	**$30,000**
Ammo Cost	**$1,240 (per 50 rounds)**
Technician Hours to Produce	**N/A**
Special Materials Required	**N/A**
Work Space Required	**N/A**
Damage	**15**
Range	**8 kilometers**
Accuracy	**25%**
Reload Time	**3 seconds**
Maximum Rounds	**200**

This weapon is a more powerful, sub-mounted version of the Gas Cannon carried by X-COM aquanauts. The Craft Gas Cannon fires solid, armor-piercing bolts in rapid succession, using high-pressure gas as a propellant. Unfortunately, although quite fast, this weapon's damage potential and accuracy are very low, and its range quite limited.

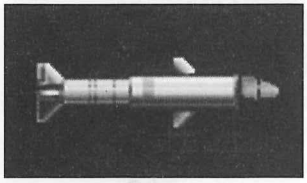
Therefore, you should use the Craft Gas Cannon only on the smallest of enemy subs when attempting to disable–rather than destroy–them.



AJAX LAUNCHER

Cost	**$16,000**
Ammo Cost	**$3,000**
Technician Hours to Produce	**N/A**
Special Materials Required	**N/A**
Work Space Required	**N/A**
Damage	**60**
Range	**32 kilometers**
Accuracy	**70%**
Reload Time	**17 seconds**
Maximum Rounds	**6**

Similar to the torpedo systems carried by submarines in the early to mid 1990's, the Ajax Launcher carries up to six Ajax torpedoes. Propelled by pressurized gas, these projectiles feature warheads consisting of a powerful conventional explosive. With more than three times the range and nearly three times the accuracy and damage potential of the Craft Gas Cannon, the Ajax Launcher is a good choice when arming your intercept subs early in the game.



D.U.P. HEAD LAUNCHER

Cost	**$17,000**
Ammo Cost	**$9,000**
Technician Hours to Produce	**N/A**
Special Materials Required	**N/A**
Work Space Required	**N/A**
Damage	**110**
Range	**50 kilometers**
Accuracy	**80%**
Reload Time	**21 seconds**
Maximum Rounds	**3**

Similar in function to the Ajax launcher, the D.U.P. Head launcher fires a more accurate torpedo featuring an explosive head tipped with a depleted uranium pellet. Although the launcher holds only three torpedoes, the warhead produces a small fusion reaction that yields an explosive force more powerful than the conventional explosives of the Ajax torpedo's warhead.

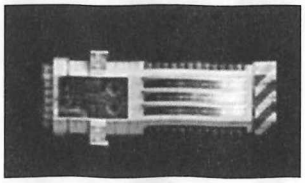
The D.U.P. Head torpedo is nearly twice as bulky as the Ajax, due to the its advanced guidance and propulsion systems. With increased accuracy and double the range, this weapon makes an excellent alternative to the Ajax. The accuracy of this weapon tends to offset its rather high ammunition cost.

TIP

Using one D.U.P. Head launcher for long-range attacks, along with one Ajax launcher to finish off the damaged alien vessel at closer range, provides one of the best arming combinations for an early intercept sub.

Advanced Sub-Mounted Weapons

Researching gauss technology and examining alien artifacts and equipment throughout the game soon gives you the ability to build sub-mounted weapons that are more powerful, longer ranged, and far more accurate than the available basic weapons. Once you acquire these technologies, you should phase out older weaponry and replace it with the best new technology available. This increases the survival rate of your interceptors and allows you to more effectively deal with the alien onslaught.



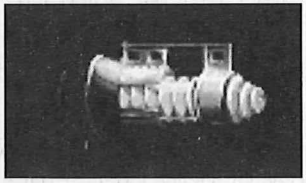
GAUSS CANNON

Cost	**$182,000**
Ammo Cost	**$200**
Technician Hours to Produce	**300**
Special Materials Required	**N/A**
Work Space Required	**6**
Damage	**90**
Range	**20 kilometers**
Accuracy	**35%**
Reload Time	**4 seconds**
Maximum Rounds	**50**

Building on the particle accelerator principles that form the basis of hand-held gauss weaponry, X-COM scientists developed a sub-mounted weapon based on the same theory. Multiple particle accelerators operate simultaneously and a small fusion reactor acts as a power

source to create a coherent particle beam, which is very similar in effect to a laser.

The Gauss Cannon provides both advantages and disadvantages. It affords the same range as, 50 percent more damage capacity than, and more than five times the ammunition capacity of, the Ajax Launcher. This gives you the advantage of being able to keep an alien sub at a reasonable distance for a longer amount of time. The downside is that the Gauss Cannon's accuracy isn't much higher than the Craft Gas Cannon, the least accurate sub-mounted weapon in the game. Since the Ajax launcher is twice as accurate as the Gauss Cannon, it provides about the same overall effectiveness. Therefore, your best bet may be to stick with the more accurate torpedo-based systems and wait for the development of the Sonic Oscillator to upgrade the weaponry of your intercept subs.

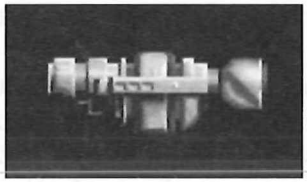


SONIC OSCILLATOR

Cost	**$266,000**
Ammo Cost	**N/A**
Technician Hours to Produce	**500**
Special Materials Required	**Zrbite (15)**
Work Space Required	**8**
Damage	**150**
Range	**55 kilometers**
Accuracy	**50%**
Reload Time	**5 seconds**
Maximum Rounds	**100**

The Sonic Oscillator is probably the best overall choice for arming X-COM intercept subs. The most powerful weapon developed based on alien ultrasonic projection technology, the Sonic Oscillator projects a beam capable of disrupting even the hardened hull of an alien sub at a molecular level, causing immense damage. This high-damage capacity combines with a range slightly greater than that of the D.U.P. Head torpedo, decent accuracy, and virtually unlimited ammunition at no cost.

The Sonic Oscillator's range combined with its huge ammunition capacity more than overcome its accuracy limitations. A pair of these weapons mounted on an intercept sub is more than a match for the largest enemy vessels and is very cost-effective to boot. However, if you prefer to pack an even bigger punch, combine one P.W.T. Cannon for long-range power with a Sonic Oscillator for a closer attack to finish them off.



P.W.T. CANNON

Cost	**$242,000**
Ammo Cost	**$28,000 (plus 4 Zrbite)**
Technician Hours to Produce	**400**
Special Materials Required	**N/A**
Work Space Required	**6**
Damage	**200**
Range	**60 kilometers**
Accuracy	**100%**
Reload Time	**28 seconds**
Maximum Rounds	**3**

The P.W.T. Cannon is the most powerful and accurate sub-mounted weapon available in the game. It fires a larger version of the Pulse Wave Torpedo utilized by Submersible Weapons Systems and the Disruptor Pulse Launcher. The projectile combines a super-heated fuel for superior speed, an on-board guidance system, and an extremely dense warhead that is capable of punching through almost any material.

There are two major drawbacks to this system. First, it is very slow to reload. That means if the first shot doesn't destroy or down the target, the alien sub usually has time to get in a few shots before you are able to fire a second round. The other drawback is that each round of ammunition for the P.W.T. Cannon is tremendously expensive, in terms of both money and Zrbite.

Speed and cost factors aside, it is probably wise to have at least one of these weapons available in the later stages of the game. When the appearance of alien battleships and dreadnoughts becomes more common, you may find that you need the extra punch provided by this powerful weapon. A couple of shots with the P.W.T. Cannon tends to end an interception encounter more quickly than any other weapon.

Submersible Weapons Systems

During the Cydonian conflict, the Heavy Weapons Platforms developed by X-COM played an important role in defense and troop support. When the new alien threat manifested itself, X-COM saw the necessity to

develop similar weapons platforms that could operate on the ocean floor. This research led to the creation of the Submersible Weapons Systems (SWSs).

Completely automated and remotely controlled, SWSs usually act in a support role, moving ahead of your aquanauts into unexplored areas and drawing fire from any aliens who may be hidden there. The SWSs' high capacity for absorbing damage allow them to survive situations in which aquanauts would be instantly killed.

In addition, the high-powered weaponry of the SWSs make them invaluable when the need arises to clear a large area or to destroy a structure full of aliens. Two SWS models carry high explosive ammunition that is well suited to this task.

The statistics listed for each type of SWS are as follows:

- **Cost** The cost of producing or purchasing one SWS
- **Area of Operation** Whether the SWS operates on land, underwater, or both
- **Special Materials Required** The materials required to construct one SWS
- **Technician Hours to Produce** The amount of time it takes your technicians to produce one SWS
- **Work Space Required** The number of work shop space units required to produce one SWS
- **Ammo Type** The type of ammunition used by the SWS
- **Ammo Cost** The cost for each round of ammunition used by the SWS
- **Rounds** The ammunition capacity of the SWS
- **Damage** The amount of damage inflicted by a successful shot
- **Time Units** The number of time units (TUs) the SWS have available at the start of each turn
- **Armor** Four numbers indicating the armor strength of the SWS. A numeric strength rating is given to each of the following parts of the SWS: Front/Left and Right/Rear/Under.
- **Health** The amount of damage required to destroy the SWS

Basic SWSs

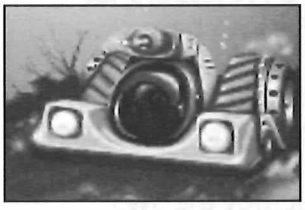
Initially, two SWSs are available for purchase. Each of these weapons systems are based entirely on Terran technology. Although fairly effective, these SWSs give you a distinct disadvantage in that they can move only along the ground or ocean floor. This somewhat restricts their movement when placed in tight situations.

COELACANTH/GAS CANNON

Cost	**$420,000**
Area of Operation	**Land/Sea**
Special Materials Required	**N/A**
Technician Hours to Produce	**N/A**
Work Space Required	**N/A**
Ammo Type	**Solid Harpoon Bolts (AP)**
Ammo Cost	**$200**
Rounds	**30**
Damage	**50**
Time Units	**70**
Armor	**90/75/60/60**
Health	**90**

One of the earliest developments in SWS technology, the Coelacanth/Gas Cannon is equipped with a high-pressure gun that fires large, armor-piercing harpoon bolts. Despite its fairly powerful damage potential, this is the weakest SWS in the game. Its effectiveness is based entirely on the limited accuracy of its gun, as opposed to those SWSs that fire high explosive ammunition.

However, the Coelacanth/Gas Cannon does provide two advantages over its high-explosive-firing counterparts. First, its ammunition capacity is almost three times greater. Most importantly, the Coelacanth/Gas Cannon is 100 percent functional in both aquatic and land-based missions. It can, therefore, be used at terror sites, while the SWSs that fire high explosives cannot.



COELACANTH/AQUA JET MISSILE

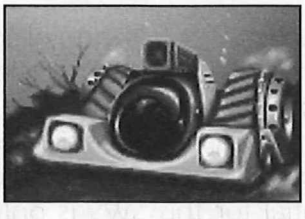
Cost	**$480,000**
Area of Operation	**Sea**
Special Materials Required	**N/A**
Technician Hours to Produce	**N/A**
Work Space Required	**N/A**
Ammo Type	**Aqua Jet Missiles (HE)**
Ammo Cost	**$3,000**
Rounds	**8**
Damage	**90**
Time Units	**70**
Armor	**90/75/60/60**
Health	**90**

A bit more expensive in both initial and arming costs, the Coelacanth/Aqua Jet Missile SWS is a more powerful weapon than the Gas Cannon version. The collateral damage inflicted by the high explosive ammunition allows even a near-miss to wound or kill a target. Even though you are limited to eight shots, the overall damage effects are potentially far greater than 30 armor piercing rounds. The Coelacanth/Aqua Jet missile is the SWS-of-choice at the start of the game. You may even find that, economically, they make excellent additions to your arsenal even when more advanced SWSs become available.

An unfortunate disadvantage of The Coelacanth Aqua Jet Missile SWS is its inability to fight on land. When responding to a terror site at a port or on a ship, or when defending an X-COM base from attack, the Aqua Jet missiles are inoperable. In these situations, the SWS can only be used for spotting targets and drawing fire away from your aquanauts. When fighting a non-aquatic battle, it is best to leave the Aqua Jet SWS at your base in favor of an SWS which is capable of fighting on dry land.

Advanced SWSs

As with other equipment types, SWS technology can be improved through ongoing research. As the game progresses, your scientists discover methods for constructing more powerful and versatile SWSs based on both advanced Terran and alien technology.



COELACANTH/GAUSS CANNON

Cost	**$500,000**
Area of Operation	**Land/Sea**
Special Materials Required	**N/A**
Technician Hours to Produce	**1,200**
Work Space Required	**25**
Ammo Type	**Gauss Beam**
Ammo Cost	**N/A**
Rounds	**50**
Damage	**120**
Time Units	**70**
Armor	**90/75/60/60**
Health	**90**

The development of gauss technology for hand weapons led X-COM technicians to the next logical step: an SWS-mounted heavy gauss weapon. The Coelacanth/Gauss Cannon is capable of firing an extremely powerful accelerated particle beam. Although the gauss beam does not produce the area-effect damage of a high explosive shell, this SWS provides a very effective weapon and a valuable addition to the X-COM arsenal, at a comparatively reasonable price. From an economic standpoint, the Coelacanth/Gauss Cannon carries 50 rounds of ammunition, which is absolutely free of charge. This makes it much more cost-efficient to operate than the Gas Cannon version.

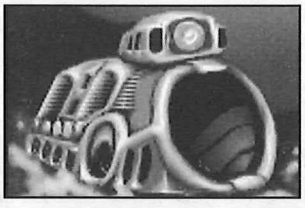
DISPLACER/SONIC

Cost	**$850,000**
Area of Operation	**Land/Sea**
Special Materials Required:	**Zrbite (30)**
	Aqua Plastics (5)
Technician Hours to Produce	**1,200**
Work Space Required	**30**
Ammo Type	**Sonic Beam**
Ammo Cost	**N/A**
Rounds	**100**
Damage	**130**
Time Units	**100**
Armor	**130/130/130/100**
Health	**90**

Displacers offer many improvements over earlier SWSs. Utilizing alien ion displacement technology, these SWSs can operate at any tactical level, rather than being restricted to operation on the ocean floor.

The Displacer/Sonic uses a weapon based on the same ultrasonic projection technology as many alien hand weapons, but in a much more powerful form. Although the damage potential for this SWS is only slightly greater than the Coelacanth/Gauss Cannon, the advantages of the Displacer's stronger hull, tremendous ammunition capacity (not to mention free ammunition), and greater mobility make it the SWS-of-choice, in spite of its higher cost and the special materials required to construct it.

The Displacer/Sonic is arguably the best SWS value in the game. No other SWS in the game offers this combination of versatility and firepower.



DISPLACER/P.W.T.

Cost	**$900,000**
Area of Operation	**Sea**
Special Materials Required:	**Zrbite (25)**
	Aqua Plastics (8)
Technician Hours to Produce	**1,400**
Work Space Required	**30**
Ammo Type	**Pulse Wave Torpedo (HE)**
Ammo Cost	**$15,000**
	(plus 5 Zrbite and 8 Aqua Plastics)
Rounds	**8**
Damage	**140**
Time Units	**100**
Armor	**130/130/130/100**
Health	**90**

For underwater operations, no SWS can match the combination of mobility and firepower found in the Displacer/P.W.T. This weapons system combines the advanced movement capabilities of the Displacer/Sonic with a Pulse Wave Torpedo launcher, which fires powerful torpedoes that can be guided to the target by selecting way points for the torpedo to follow. This on-board targeting system makes the weapon very accurate and gives you the ability to target aliens that are outside the line-of-fire of normal weapons.

Unfortunately, this SWS also has some disadvantage, the most serious stemming from the P.W.T. launcher's inability to operate in a dry environment. This makes the Displacer/P.W.T. virtually useless in any land-based mission. In addition, the cost of this SWS is very high, both for the initial vehicle and the ammunition required to arm it. For these reasons, you might find it preferable to stick with other SWS models.

The many disadvantages of the Displacer/P.W.T. make it the worst possible choice for an SWS. Similar destructive effects can be achieved by using the hand-held Disruptor Pulse Launcher. In fact, the explosive strength of the hand-held version is actually 30 percent higher than that of the SWS!–not to mention the fact that Disruptor Pulse Launchers and their ammunition often can be obtained from the bodies of dead aliens. Save your money. Don't bother with the Displacer/P.W.T.

Armor

When the aliens from Cydonia first invaded the Earth, their advanced weaponry proved to be more than a match for Terran-constructed body armor. As a result, many soldiers were killed early in their careers, because there was just no way to protect them. The solution to this problem was found by studying alien technology. The research resulted in the development of several types of body armor constructed of tough, alien alloys.

Unfortunately, this type of armor was unsuited to aquatic environments. In fact, the alien alloys used in the armor became unstable and dissolved when exposed to water. This meant that new solutions had to be found, but no Terran materials seemed adequate for the task.

During the game, undersea personal armor becomes available through the research of certain aliens and their use of Aqua Plastics for construction. There are eventually three armor types available, but none is available at the start of the game.

The statistics displayed for each armor type are as follows:

- **Cost** The cost to manufacture one suit of armor
- **Special Materials Required** The materials required to produce one suit of armor
- **Technician Hours to Produce** The amount of time required to produce one suit of armor
- **Work Space Required** The number of work shop space units required to produce one suit of armor
- **Protection** Four numbers showing the amount of armor protection in various body locations. The numbers are displayed as follows: Front/Left and Right/Rear/Under.

PLASTIC AQUA ARMOR

Cost	**$22,000**
Special Materials Required:	
	Aqua Plastics (4)
Technician Hours to Produce	**800**
Work Space Required	**12**
Protection	**60/35/30/25**

The first type of body armor that can be developed is Plastic Aqua Armor. This lightweight, full-body suit is the least effective form of armor in the game. However, it reduces the effect of fire and phosphorus damage by 20 percent, and provides an average of five times the protection of no armor at all. This armor can be researched and produced as soon as you have completed a Deep One Autopsy and the research of Aqua Plastics.

ION ARMOR

Cost	**$42,000**
Special Materials Required:	**Zrbite (5)**
	Aqua Plastics (5)
Technician Hours to Produce	**1,000**
Work Space Required	**16**
Protection	**132/70/100/55**

The construction of Ion Armor requires research in a number of fields, but the effort is certainly worth the end result. Utilizing a small amount of Zrbite to drive an ion power source, Ion Armor provides twice the amount of protection of its earlier counterpart. In addition, it reduces the damage of armor piercing, high explosive, blade, and thermal shock attacks by 20 percent, and completely blocks the effects of fire and phosphor-based attacks. The advantages this armor provides easily offsets its extra expense and research .

MAGNETIC ION ARMOR

Cost	**$58,000**
Special Materials Required:	**Zrbite (16)**
	Aqua Plastics (5)
Technician Hours to Produce	**1,400**
Work Space Required	**16**
Protection	**142/80/110/65**

The Magnetic Ion Armor is the ultimate evolution in personal armor. Identical in most aspects to Ion Armor, Magnetic Ion Armor gives the wearer the added ability to move beyond the confines of the ocean floor, traveling on any level of the tactical map. This capability provides significant advantages by allowing aquanauts to avoid the many obstacles found on the ocean floor. In addition to the added movement capabilities, Magnetic Ion Armor is about 10 percent stronger than normal Ion Armor.

A major problem is created by the fact that the systems that allow an aquanaut to hover in an aquatic environment do not function on land. During land-based missions, aquanauts are always confined to the ground. In addition, the cost in money, time, and materials make this type of armor a very expensive investment.

Use Magnetic Ion Armor sparingly. The extra protection provided over Ion Armor is negligible, and the inability to "fly" on land is a major drawback that significantly detracts from the armor's overall value. Gradually build a number of these suits of armor over time and store them. They do come in handy in the final mission, which takes place entirely underwater. In the final mission, your aquanauts need every edge you can give them to survive.

Weapons

From the first time humankind ever speculated on visits by alien beings, it has been hoped that the encounter would prove peaceful rather than violent. Unfortunately, that was not the case. The Cydonian invasion was a bloody conflict that, in the end, was solved only through the use of force. It is even more unfortunate that our second meeting with aliens also comes in the form of conflict rather than cooperation.

None of the weapons used in the early X-COM battles against the Cydonian invaders is available for use in *Terror from the Deep*. In their place, a new array of weapons, designed specifically for the new war, have been developed. Many of these weapons are designed to function just as well on land as they do underwater, whereas others are designed specifically to be used only in an aquatic environment.

In addition to dividing the weaponry into basic and advanced categories, the weapons are further divided into "ranged" weapons and "other" weapons. Each weapon type bears its own set of characteristics, as shown on page 109.

RANGED WEAPONS

- **Cost** The price for purchasing or manufacturing the weapon
- **Area of Operation** Whether the weapon works on land, underwater, or in both environments
- **Special Materials Required** Materials required to manufacture each weapon
- **Technician Hours Required** The amount of time required for your technicians to produce each weapon
- **Work Space Required** The number of work shop space units required to produce each weapon
- **Ammunition Type** The type of ammunition used by the weapon and the type of damage it inflicts: armor piercing (AP), high explosive (HE), Phosphor (P), gauss, sonic, or stun
- **Ammunition Cost** The purchase price for one unit (clip, torpedo, etc.) of ammunition for the weapon
- **Shots** The number of shots that can be fired before reloading
- **Damage** The type of damage inflicted and the number of damage points inflicted by a direct hit
- **Range** The maximum distance (in Battlescape squares) the weapon may be fired
- **Accuracy and Time Units** A chart showing the weapon's base accuracy for each type of shot (auto, snap, and aimed) and the percentage of the aquanaut's total time units required to fire each type of shot

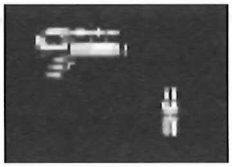
OTHER WEAPONS

- **Cost** The price for purchasing or manufacturing the weapon
- **Area of Operation** Whether the weapon works on land, underwater, or in both environments
- **Special Materials Required** Materials required to manufacture each weapon
- **Technician Hours Required** The amount of time required for your technicians to produce each weapon
- **Work Space Required** The number of work shop space units required to produce each weapon
- **Timer Delay** The number of turns a grenade or other thrown explosive's timer may be set to wait before it explodes
- **Time Units to Prime** The percentage of an aquanaut's total time units (TUs) required to set the timer on an explosive
- **Time Units to Throw/Use** The percentage of an aquanaut's total time units (TUs) required to throw or use the weapon
- **Damage Type** Whether the weapon inflicts high explosive (HE) or other special types of damage
- **Damage** The number of damage points inflicted by the weapon

All weapon statistics presented here are consolidated into several tables in Chapter 10, as well as the system used for determining the combat accuracy of each weapon.

Basic Ranged Weapons

The design and function of the ranged weapons available at the start of the game are based entirely on 21st century Terran technology. Although primitive by comparison to the weapons used by your alien opponents, the weapons in the basic X-COM arsenal provide an advantage in that they are always available for immediate purchase.

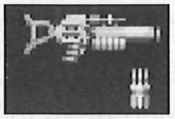


DART GUN

Cost	**$800**
Area of Operation	**Land/Sea**
Special Materials Required	**N/A**
Technician Hours Required	**N/A**
Work Space Required	**N/A**
Ammunition Type	**Dart Clip (AP)**
Ammunition Cost	**$70**
Shots	**10**
Damage	**AP: 16**
Range	**20**
Accuracy	**Auto=N/A; Snap=40%; Aim=80%**
Time Units	**Auto=N/A; Snap=20%; Aim=50%**

Dart Guns are the most basic weapons in the X-COM arsenal. Similar to miniaturized versions of the underwater spear guns carried by divers in the 20th century, the Dart Gun uses a compressed air charge to fire small, armor-piercing steel darts at high velocities. Suitable only as a backup weapon (and then only against the weakest of aliens), the Dart Gun is definitely a last-resort weapon.

Dart Guns are perfect for only one task: using up valuable space in your General Stores pods. Since they are virtually useless against anything but the weakest Aquatoid, the best advice is to sell every Dart Gun you are given at the start of the game and replace them with (at least) Jet Harpoons.

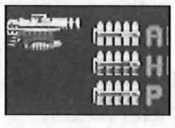


JET HARPOON

Cost	**$3,000**
Area of Operation	**Land/Sea**
Special Materials Required	**N/A**
Technician Hours Required	**N/A**
Work Space Required	**N/A**
Ammunition Type	**Harpoon Clip (AP)**
Ammunition Cost	**$200**
Shots	**10**
Damage	**AP: 32**
Range	**30**
Accuracy	**Auto=40%; Snap=60%; Aim=90%**
Time Units	**Auto=40%; Snap=35%; Aim=70%**

Similar in design to the Dart Pistol, the Jet Harpoon Gun is more powerful and much more accurate. This rifle, which requires two hands to aim effectively, fires steel harpoons propelled by small, built-in gas canisters. These harpoons may be fired individually or in three-round, automatic bursts. The extra damage potential, accuracy, and range of this weapon make it a much better choice than the Dart Gun as an aquanaut's primary weapon at the start of the game.

Carefully consider the consequences of using the auto-fire option on the Jet Harpoon Gun. Potentially, you can completely spend the weapon's extremely limited ammunition in less than two turns if auto-fire is used indiscriminately.



GAS CANNON

Cost	**$6,400**
Area of Operation	**Land/Sea**
Special Materials Required	**N/A**
Technician Hours Required	**N/A**
Work Space Required	**N/A**
Ammunition Type	**GC-AP Bolts; GC-HE Bolts; GC-Phosphorous Bolts**
Ammunition Cost	**AP: $300; HE: $500; P: $400**
Shots	**8**
Damage	**AP=60; HE=65; Phosphorus=60**
Range	**40**
Accuracy	**Auto=N/A; Snap=60%; Aim=90%**
Time Units	**Auto=N/A; Snap=40%; Aim=75%**

The Gas Cannon is a heavy weapon capable of utilizing several different types of ammunition (armor piercing, high explosive, or phosphorous) and of inflicting a great deal of damage. Unfortunately, the bulk of both the weapon and spare clips of ammunition make this weapon unwieldy for all but the strongest of aquanauts. If given to a weaker person, the weight of the weapon can severely affect the aquanaut's movement.

Because both the high explosive and the phosphorous shells produce an explosion that affects targets within several squares of the point of impact, the Gas Cannon is a good weapon for an aquanaut whose accuracy is not quite up to spec.

HYDRO-JET CANNON

Cost	**$13,500**
Area of Operation	**Sea**
Special Materials Required	**N/A**
Technician Hours Required	**N/A**
Work Space Required	**N/A**
Ammunition Type	**HJ-AP Ammo; HJ-HE Ammo; HJ-P Ammo**
Ammunition Cost	**AP: $500; HE: $700; P: $650**
Shots	**12**
Damage	**AP=40; HE=50; P=40**
Range	**Line of Sight**
Accuracy	**Auto=40%; Snap=50%; Aim=80%**
Time Units	**Auto=40%; Snap=35%; Aim=80%**

Like the Gas Cannon, the Hydro-Jet Cannon can utilize armor-piercing, high-explosive, or phosphorous ammunition. However, this weapon actually fires self-propelled Hydro-Jet torpedoes–smaller versions of the Aqua Jet torpedoes fired by the Coelacanth/Aqua Jet Missile SWS. Because of this, the Hydro-Jet Cannon can only be used underwater.

By sacrificing warhead size and strength, the Hydro-Jet Cannon is capable of carrying a clip of 12 torpedoes that may be fired individually or in three-shot, automatic bursts. Although the damage potential of this weapon is less than that of the Gas Cannon, it is still a devastating weapon. Add to this the advantage of lighter weight, auto-fire capability, and increased ammunition, and the Hydro-Jet Cannon clearly becomes the better heavy weapon choice for underwater operations.

TORPEDO LAUNCHER

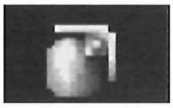
Cost	**$4,000**
Area of Operation	**Sea**
Special Materials Required	**N/A**
Technician Hours Required	**N/A**
Work Space Required	**N/A**
Ammunition Type	**Small Torpedo; Large Torpedo; Phosphor Torpedo**
Ammunition Cost	**Small: $600; Large: $900; Phosphor: $1,200**
Shots	**1**
Damage	**Small (HE)=80; Large (HE)=90; Phosphor=80**
Range	**Line of Sight**
Accuracy	**Auto=N/A; Snap=50%; Aim=110%**
Time Units	**Auto=N/A; Snap=40%; Aim=80%**

The Aqua Jet launcher is the most formidable of the basic X-COM weapons in terms of damage potential. Basically an underwater rocket launcher, this weapon provides the capability to fire full-sized Aqua Jet torpedoes.

The advantages of this weapon are its low cost and high damage potential. Early in the game, the damage potential alone may be sufficient to consider making it a part of your arsenal. Unfortunately, the cost and weight of the ammunition, plus the drawback of having to reload after every shot, combine to make this weapon obsolete in the face of more advanced technologies. Even early in the game, aquanauts who are accompanied by at least one SWS on a mission are better served when armed with the less powerful but more versatile Gas or Hydro-Jet Cannons.

Other Basic Weapons

In addition to ranged weapons, you have access to a number of other weapons at the start of the game. These weapons come in the form of thrown explosives and hand-held stunners, as shown on pages 114-116.

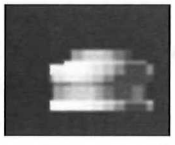


MAGNA-BLAST GRENADE

Cost	**$300**
Area of Operation	**Land/Sea**
Special Materials Required	**N/A**
Technician Hours Required	**N/A**
Work Space Required	**N/A**
Timer Delay	**0-23 turns**
Time Units to Prime	**50%**
Time Units to Throw/Use	**50%**
Damage Type	**HE**
Damage	**50**

The Magna-Blast Grenade is essentially a modified version of the normal ground operations grenade commonly used during the First Alien War. A wide-area thrown explosive, this weapon functions equally well on land and in the water.

In order to use the grenade, it must first be primed. The Magna-Blast Grenade is equipped with a timer that allows the grenade to explode at the end of the current turn or delays the explosion zero to 23 turns from the time the weapon is primed. Even when primed, the grenade doesn't detonate until it is dropped or thrown.



PARTICLE DISTURBANCE GRENADE

Cost	**$500**
Area of Operation	**Land/Sea**
Special Materials Required	**N/A**
Technician Hours Required	**N/A**
Work Space Required	**N/A**
Timer Delay	**Special**
Time Units to Prime	**50%**
Time Units to Throw/Use	**50%**
Damage Type	**HE**
Damage	**70**

Another weapon created through a modification of technology from the First Alien War is the Particle Disturbance Grenade. A variation of the Proximity Grenade that works both underwater and on land, once primed, this weapon lies dormant until it senses movement within one square of its position. The movement trips the grenade's detonator, causing it to explode. Like other grenades, it must leave the aquanaut's hand, either by dropping it or throwing it, to become active.

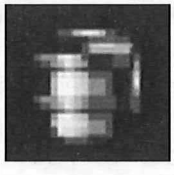
Be very cautious when using the Particle Disturbance Grenade. Once active, the weapon cannot distinguish between alien and X-COM movement. It can send your aquanauts to an untimely death if they move into its range by accident.

MAGNA-PACK EXPLOSIVE

Cost	**$1,500**
Area of Operation	**Land/Sea**
Special Materials Required	**N/A**
Technician Hours Required	**N/A**
Work Space Required	**N/A**
Timer Delay	**0-23 turns**
Time Units to Prime	**50%**
Time Units to Throw/Use	**50%**
Damage Type	**HE**
Damage	**100**

Originally designed for underwater demolition work, the Magna-Pack Explosive works equally well on land. Its powerful explosion makes this item a highly effective weapon.

Since Magna-Pack Explosives were never meant to be used as grenades, their bulk prevents them from being thrown very far. Therefore, the timer should be set for enough of a delay to get your aquanauts to safety before the detonation takes place. Like most explosive weapons in the game, the detonation timer can be set for a delay of zero to 23 game turns.

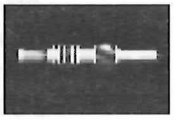


DYE GRENADE

Cost	**$150**
Area of Operation	**Land/Sea**
Special Materials Required	**N/A**
Technician Hours Required	**N/A**
Work Space Required	**N/A**
Timer Delay	**0-23 turns**
Time Units to Prime	**50%**
Time Units to Throw/Use	**50%**
Damage Type	**Smoke/Dye and HE**
Damage	**10**

Seeking a diversionary weapon, X-COM technicians devised a way to construct a modified smoke grenade that also works underwater. In an aquatic environment, the Dye Grenade releases a thick cloud of ink-like dye much like that of an octopus. On land, the weapon releases a thick cloud of smoke. In either case, it produces the same effect: a significant reduction in visibility on the Battlescape, which serves to hide your aquanauts from the aliens. Of course, the side-effect is that the dye or smoke also hides the aliens from your aquanauts. Although this device is often useful when aquanauts are forced into an open, high-visibility area, Dye Grenades should be used as sparingly as possible.

Like other grenades, the Dye Grenade has a delay timer which can be set for zero to 23 game turns.



THERMAL TAZER

Cost	**$1,260**
Area of Operation	**Land/Sea**
Special Materials Required	**N/A**
Technician Hours Required	**N/A**
Work Space Required	**N/A**
Timer Delay	**N/A**
Time Units to Prime	**N/A**
Time Units to Throw/Use	**80%**
Damage Type	**Special (Freeze)**
Damage	**80**

The Thermal Tazer is a hand-held weapon designed to stun aliens, rather than kill them. This enables aquanauts to return live aliens to the base for study by X-COM scientists.

A hand-to-hand combat weapon, the Thermal Tazer requires the aquanaut to move to within one square of the alien being stunned. When the Tazer touches the alien, a charge of extreme cold is released, quick-freezing the target and inducing a temporary state of shock.

Although the base chance of hitting the target is very high (100 percent), the close range and large number of TUs required to activate this weapon make its use a very risky prospect. Unfortunately, this is the only sure way to stun an alien without killing it, until your scientists have researched the Thermal Shok Launcher. Used cautiously, the Thermal Tazer should serve well enough until a better alternative is available.

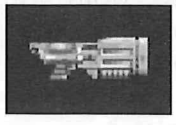
Advanced Ranged Weapons

Although the basic ranged weapons are powerful by Terran standards, their inadequacies in bulk, range, and firepower quickly become apparent, even in the early stages of the game. As soon as possible, you should begin research on Terran and alien technologies that enable you to construct more advanced weaponry. The advanced ranged weapons, both Terran and alien, are superior in every way to those available at the start of the game.

GAUSS PISTOL

Cost	**$8,000**
Area of Operation	**Land/Sea**
Special Materials Required	**N/A**
Technician Hours Required	**300**
Work Space Required	**2**
Ammunition Type	**Gauss Pistol Clip**
Ammunition Cost	**$1,000**
Shots	**20**
Damage	**Gauss Beam: 45**
Range	**Line of Sight**
Accuracy	**Auto=30%; Snap=40%; Aim=70%**
Time Units	**Auto=30% Snap=25% Aim=50%**

The Gauss Pistol is the first weapon X-COM technicians can develop based on the research of gauss technology. This portable weapon uses particle accelerators to fire a coherent beam of supercharged particles at its target. The Gauss Pistol combines speed and portability with significant increases in accuracy and damage potential over the Dart Gun. Although this weapon provides an excellent upgrade from earlier weapon designs, it is probably best to wait until you are able to produce the Gauss Rifle before restocking your arsenal. The Gauss Pistol makes an excellent backup weapon.



GAUSS RIFLE

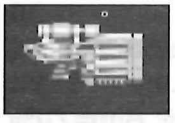
Cost	**$20,000**
Area of Operation	**Land/Sea**
Special Materials Required	**N/A**
Technician Hours Required	**400**
Work Space Required	**3**

(Continued on page 118)

(Continued from page 117)

Ammunition Type	**Gauss Rifle Clip**
Ammunition Cost	**$2,000**
Shots	**15**
Damage	**Gauss Beam: 60**
Range	**Line of Sight**
Accuracy	**Auto=N/A; Snap=65% Aim=100%**
Time Units	**Auto=40%; Snap=30%; Aim=60%**

The next step in the evolution of gauss weaponry, the Gauss Rifle magnifies all the advantages of the Gauss Pistol by providing increased accuracy and increased firepower. The advantages of gauss weapons are clear: they have higher accuracy than standard weapons, good damage potential, and they can be produced relatively early in the game. These features alone make gauss weapons highly desirable, but add to this the fact that they include the option for auto-fire, and gauss weapons may become even more attractive than alien sonic-based weaponry in certain situations.



HEAVY GAUSS

Cost	**$32,000**
Area of Operation	**Land/Sea**
Special Materials Required	**N/A**
Technician Hours Required	**700**
Work Space Required	**4**
Ammunition Type	**Heavy Gauss Clip**
Ammunition Cost	**$4,000**
Shots	**10**
Damage	**Gauss Beam: 75**
Range	**Line of Sight**
Accuracy	**Auto=N/A; Snap=50%; Aim=90%**
Time Units	**Auto=N/A; Snap=40%; Aim=80%**

The Heavy Gauss Cannon is the ultimate evolution in hand-held gauss weaponry. Unfortunately, the technology didn't evolve quite far enough. The negative tactical tradeoffs when upgrading to this weapon from the Gauss Rifle are many: increased bulk, which slows down your aquanaut; fewer shots; lower accuracy; and the loss of auto-fire capability. What do you get in return? An extra 15 points of damage per shot. You are far better served by equipping your aquanauts with the less expensive Gauss Rifle.

SONIC PISTOL

Cost	**$56,000**
Area of Operation	**Land/Sea**
Special Materials Required	**Aqua Plastics (1)**
Technician Hours Required	**600**
Work Space Required	**3**
Ammunition Type	**Pistol Power Clip**
Ammunition Cost	**$2,000 (plus 1 Zrbite)**
Shots	**20**
Damage	**Sonic: 80**
Range	**Line of Sight**
Accuracy	**Auto=N/A; Snap=65%; Aim=85%**
Time Units	**Auto=N/A; Snap=30%; Aim=50%**

The first of several weapons developed from alien sonic technology, the Sonic Pistol uses ultrasonics to create a concentrated burst of coherent sound that literally tears a target apart by causing it to violently vibrate at sub-atomic levels. Even the weakest of these weapons is capable of liquefying bone in seconds.

Even though the Sonic Pistol is the least powerful sonic weapon, it is still stronger and more accurate than any other pistol in the game, and shots can be fired in quick succession due to the weapon's low TU cost. The Sonic Pistol and its ammunition can often be collected from alien encounter sites, eliminating the time, materials, and expense required to manufacture them.

The Sonic Pistol, like all sonic weapons, cannot auto-fire. The lack of this feature represents the major drawback of this weapons technology.

SONIC-BLASTA RIFLE

Cost	**$88,000**
Area of Operation	**Land/Sea**
Special Materials Required	**Aqua Plastics (1)**
Technician Hours Required	**820**
Work Space Required	**4**
Ammunition Type	**Blasta Rifle Power Clip**
Ammunition Cost	**$3,000 (plus 2 Zrbite)**
Shots	**15**
Damage	**Sonic: 95**
Range	**Line of Sight**
Accuracy	**Auto=N/A; Snap=75%; Aim=110%**
Time Units	**Auto=N/A; Snap=40%; Aim=60%**

A more powerful development in the area of alien sonic technology, the Sonic-Blasta Rifle offers an increase in both accuracy and damage potential over the pistol version. This weapon is heavier than the Sonic Pistol and requires two hands to fire properly. Even hardened steel is affected by its powerful ultrasonic beam.

Like the Sonic Pistol, the Sonic-Blasta Rifle and its ammunition can often be found at the sites of alien confrontations, as it is one of the weapons of choice for most alien races.

As with other sonic-based weapons, the Sonic-Blasta Rifle lacks auto-fire capability. This drawback makes gauss weapons preferable to sonic weapons in certain situations.

SONIC CANNON

Cost	**$122,000**
Area of Operation	**Land/Sea**
Special Materials Required	**Aqua Plastics (1)**
Technician Hours Required	**1,000**
Work Space Required	**4**
Ammunition Type	**Cannon Power Clip**
Ammunition Cost	**$6,000 (plus 3 Zrbite)**
Shots	**10**
Damage	**Sonic: 130**
Range	**Line of Sight**
Accuracy	**Auto=N/A; Snap=80%; Aim=115%**
Time Units	**Auto=N/A; Snap=50%; Aim=70%**

The Sonic Cannon is the most powerful of the hand-held sonic weapons. Its damage potential and accuracy are far superior to any other weapon in the game, aside from the Disruptor Pulse Launcher. Considering those factors, and that nearly every alien activity site is littered with both the Sonic Cannon and its ammunition, you might think this is the weapon of choice.

Despite these positive features, the Sonic Cannon tends to be a very impractical weapon. Its extreme bulk slows down all but the strongest aquanauts. Despite its high accuracy, this weapon requires a staggering amount of TUs to aim and fire. If an aquanaut wants to fire two snap shots with a Sonic Cannon, he or she has to remain perfectly still. The abundant supply of free weapons and clips doesn't make up for the severe movement limitations encountered when using this weapon. If you want to arm your aquanauts with sonic weapons, you are better served using the more compact Sonic Blasta Rifle.

THERMAL SHOK LAUNCHER

Cost	**$78,000**
Area of Operation	**Land/Sea**
Special Materials Required	**Aqua Plastics (1)**
Technician Hours Required	**900**
Work Space Required	**3**
Ammunition Type	**Thermal Shok Bomb**
Ammunition Cost	**$7,000 (plus 1 Zrbite)**
Shots	**1**
Damage	**Stun (Freeze): 120**
Range	**Line of Sight**
Accuracy	**Auto=N/A; Snap=70%; Aim=120%**
Time Units	**Auto=N/A; Snap=50%; Aim=70%**

X-COM scientists discovered during the Cydonian conflict that the key to defeating the aliens was to learn as much about them as possible. This also proves true in the current situation–and the best way to learn about the aliens is to capture and interrogate them. The Thermal Tazer was developed for this purpose, but it turned out to be a dangerous weapon to use, since the user had to be within arm's reach of the target.

The Thermal Shok Launcher was originally designed by the aliens to aid in the capture of human subjects. However, it works rather nicely the other way around. This rather bulky weapon fires individual Thermal Shok Bombs. These charges instantly quick-freeze the target to a temperature of zero degrees Kelvin (absolute zero), placing the target in a temporary state of suspended animation. The Thermal Shok Launcher overcomes the dangers of the Thermal Tazer by allowing the aquanauts to stun the aliens from a safe distance.

The Thermal Shok Launcher must be manually reloaded after every shot. Although the ammunition for this weapon is quite expensive and requires Zrbite to build, both the cannon and the ammunition can often be recovered from the sites of alien battles.

DISRUPTOR PULSE LAUNCHER

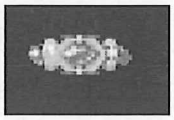
Cost	**$90,000**
Area of Operation	**Sea**
Special Materials Required	**Aqua Plastics (1)**
Technician Hours Required	**1,200**
Work Space Required	**5**
Ammunition Type	**Disruptor Ammo**
Ammunition Cost	**$8,000 (plus 3 Zrbite)**
Shots	**1**
Damage	**HE: 210**
Range	**Special**
Accuracy	**Auto=N/A; Snap=N/A; Aim=120%**
Time Units	**Auto=N/A; Snap=N/A; Aim=75%**

The Disruptor Pulse Launcher is easily the most destructive weapon in the game. An extremely bulky weapon, it fires a Zrbite-powered energy pod containing an electronic guidance module. This guidance module allows the aquanaut firing the weapon to plot a series of way points for the projectile to follow to its target. Targets need not be in sight; way points may be set anywhere on the Battlescape.

Due to its high TU cost, the Disruptor Pulse Launcher can only be fired once per turn, and it requires reloading after every shot. Also, the ammunition is quite bulky, requiring two spaces of storage to carry. However, its nearly infallible accuracy and devastating explosive force make it an essential part of the X-COM arsenal. The high cost of the ammunition is, fortunately, offset by the fact that these weapons and their ammunition are frequently recovered from the sites of alien battles.

The one major drawback of this weapon is its inability to function in a non-aquatic environment. Such a weapon would be very useful when clearing a terror site. On the other hand, this limitation can be viewed as an advantage, since it prevents the aliens from using a Disruptor Pulse Launcher against you in such a situation.

Always carry at least one Disruptor Pulse Launcher and plenty of ammunition when raiding an alien colony. Having this weapon available allows you to clear rooms full of aliens quickly and to destroy the Synomium device from a distance.



M.C. DISRUPTOR

Cost	**$160,000**
Area of Operation	**Land/Sea**
Special Materials Required:	**Zrbite (2)**
	Aqua Plastics (1)
Technician Hours Required	**500**
Work Space Required	**4**
Ammunition Type	**N/A**
Ammunition Cost	**N/A**
Shots	**N/A**
Damage	**Special**
Range	**Special**
Accuracy	**Special**
Time Units	**25**

The M.C. Disruptor is a completely different type of ranged weapon than those previously described. It uses no ammunition and fires no projectile or beam. Instead, it allows an aquanaut to directly tap into the molecular control implant in a given alien and to attack the target from within. This device can be used only by aquanauts who have been equipped with a molecular control implant.

There are two types of attack possible with the M.C. Disruptor. The first and easiest to perform is to jam the target's implant. When successful, this attack confuses the alien and may cause it to panic.

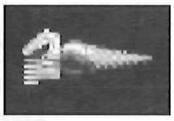
The second form of attack attempts to actually take control of the target's implant. If this type of attack is successful, you gain complete control over the alien, allowing you to use him against his own companions in battle. This is a much more difficult attack to successfully execute. (For complete information on molecular control implants and molecular control combat techniques, see Chapter 10.)

Advanced Hand-to-Hand Weapons

NEW

During the course of your explorations of alien activity sites, a new type of weapon is eventually discovered. Until this point, all weapons other than the Thermal Tazer have been ranged weapons. These new devices, however, were designed by aliens for hand-to-hand combat. Although attempts to design similar weapons were previously made by X-COM, these experiments met with no success.

These three alien weapons–the Vibro Blade, the Thermic Lance, and the Heavy T.L.–represent very important discoveries. They are the only weapons well suited for combat against the Lobster Men, the most difficult aliens in the game to deal with.



VIBRO BLADE

Cost	**$7,000**
Area of Operation	**Land/Sea**
Special Materials Required	**Zrbite (1)**
Technician Hours Required	**150**
Work Space Required	**3**
Time Units to Throw/Use	**10%**
Damage Type	**AP**
Damage	**80**
Range	**1**
Accuracy	**100%**

The Vibro Blade is a long, sharp titanium knife that spins at over 6,000 rpm. The combination of the hardened blade and the rotation, which is powered by a small amount of Zrbite, allows the weapon to crack through even the toughest materials.

This is an extremely powerful weapon when used correctly. The compact size allows it to be used with very little expenditure of TUs, and its restriction of close-range use is balanced by the weapon's high accuracy. Adding to the weapon's appeal is the fact that Vibro Blades can often be found at alien activity sites, alleviating the need to manufacture them.

Because an aquanaut must be within arm's reach of the alien target, you should exercise caution when using the Vibro Blade in combat. In fact, it is inadvisable to use this weapon unless the aquanaut is protected by armor. Despite the lack of a ranged attack, the Vibro Blade is a very important development and one of the three weapons to which Lobster Men have no natural resistance.

THERMIC LANCE

Cost	**$12,000**
Area of Operation	**Land/Sea**
Special Materials Required	**Zrbite (2)**
Technician Hours Required	**220**
Work Space Required	**3**
Time Units to Throw/Use	**15%**

Damage Type	**AP**
Damage	**110**
Range	**1**
Accuracy	**100%**

The next step in the evolution of Vibro Blade technology, the Thermic Lance combines a titanium blade rotating at high speeds with a more powerful Zrbite power source that super-heats the blade. This combination allows the Thermic Lance to achieve even greater armor penetration capability and, as a result, to produce more damage.

Although the Thermic Lance is subject to the same range constraints as the Vibro Blade, these limitations are similarly offset by the weapon's accuracy, high damage potential, low TU cost, and abundant supply. As long as caution is used when approaching the target, the Thermic Lance can be most effective.

HEAVY T.L.

Cost	**$20,000**
Area of Operation	**Land/Sea**
Special Materials Required	**Zrbite (2)**
Technician Hours Required	**300**
Work Space Required	**3**
Time Units to Throw/Use	**20%**
Damage Type	**AP**
Damage	**150**
Range	**1**
Accuracy	**100%**

The Heavy T.L. is the ultimate evolution of Vibro Blade technology, combining an even higher blade rotation speed with twin heat sources to produce even more damage than the Thermic Lance.

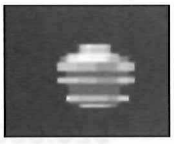
When you examine each type of weapon available in the game, it is easy to see that this family of weapons offers upgrades to higher powered weapons at a far lower cost in all areas (TUs, money, encumbrance) than any other. When facing Lobster Men, the Heavy T.L. almost guarantees an instant kill.

The same cautions stated for the Vibro Blade and Thermic Lance hold true for the Heavy T.L.

When planning the movement of aquanauts armed with the Vibro Blade, Thermic Lance, or Heavy T.L., it is important to leave enough TUs at the end of movement if you intend to use the weapon at the end of the turn. The "reserve time" options available for other weapons have no effect on the movement of aquanauts carrying blade weapons.

Other Advanced Weapons

Most alien weapons fall into the ranged category. However, some aliens can be observed using grenade-type weapons. Once captured, these weapons can be studied and easily reproduced by X-COM technicians.



SONIC PULSER

Cost	**$6,700**
Area of Operation	**Land/Sea**
Special Materials Required	**Zrbite (2)**
Technician Hours Required	**200**
Work Space Required	**2**
Timer Delay	**0-23 turns**
Time Units to Prime	**60%**
Time Units to Throw/Use	**50%**
Damage Type	**HE**
Damage	**120**

The lightweight Sonic Pulser is based on alien sonic technology. This weapon produces the equivalent of a high explosive detonation by giving off an ultrasonic burst of sound. This sound burst destroys just as effectively as a conventional explosion. The Sonic Pulser's explosive force is more than twice that of the Magna-Blast Grenade, exceeding even the destructive power of the Magna-Pack Explosive.

Very similar to Terran grenade technology, this weapon is equipped with a timing device that can be set to delay the Sonic Pulser's explosion from zero to 23 game turns. The high price of this new technology is offset by the fact that you can often recover Sonic Pulsers from the sites of alien battles.

Miscellaneous Equipment

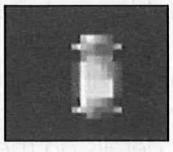
A number of equipment items found in the game do not fall under any of the categories discussed thus far. These general purpose items are discussed in this section.

The statistics shown for miscellaneous equipment are as follows:

- **Cost** The price for purchasing or manufacturing the item
- **Area of Operation** Whether the item works on land, underwater, or in both environments
- **Special Materials Required** Materials required to manufacture each item
- **Technician Hours Required** The amount of time required for your technicians to produce each item
- **Work Space Required** The number of work shop space units required to produce the item
- **Time Units** The number of Time Units or the percentage of an aquanaut's total Time Units required to use the item

Basic Equipment

As you may have noticed from the Purchase/Recruit Personnel screen, most of the items available for purchase fall into the category of personnel, weapons, or subs. In fact, only one piece of miscellaneous equipment is available for purchase at the start of the game.



CHEMICAL FLARE

Cost	**$60**
Area of Operation	**Land/Sea**
Special Materials Required	**N/A**
Technician Hours Required	**N/A**
Work Space Required	**N/A**
Time Units	**25%**

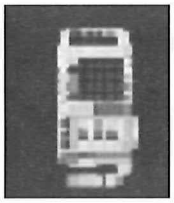
Many of the game's operations take place in deep water or at night. In such situations, visibility is extremely limited due to the darkness. When this is the case, a source of light can mean the difference between successfully completing a mission and dying from a shot in the dark.

The Chemical Flare contains several chemical compounds that when mixed produce a bright source of light. To activate the flare, simply

throw it into the area to be illuminated. The flare automatically ignites when it hits the ground and may be picked-up and thrown to a new location when neccessary. Cheap, effective, and indispensable when you are in the dark, several Chemical Flares should be carried aboard each of your transport subs at all times.

Advanced Equipment

Although most research leads to the development of weapons or greater knowledge of the aliens themselves, several non-violent items are developed as a result of X-COM research. This equipment can play just as vital a role in the battle as newer and more powerful weaponry.

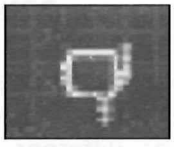


MEDI-KIT

Cost	**$28,000**
Area of Operation	**Land/Sea**
Special Materials Required	**N/A**
Technician Hours Required	**420**
Work Space Required	**4**
Time Units	**10**

The technology enabling the manufacture of a portable diagnostic and healing apparatus, that can be carried into battle and used by aquanauts with little or no medical training, already exists at the start of the latest alien invasion. However, the original Medi-Kit does not function in an aquatic environment. The technology enabling the construction of a multi-environment Medi-Kit is available for research at the start of the game.

The Medi-Kit allows for the treatment of fatigue and injuries in the field. The diagnostic functions are automatic, and the healing functions are accessed through the press of a button. (For details on the operation of the Medi-Kit, see Chapter 10.)



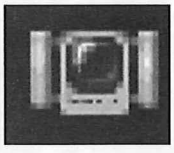
PARTICLE DISTURBANCE SENSOR

Cost	**$34,000**
Area of Operation	**Land/Sea**
Special Materials Required	**N/A**
Technician Hours Required	**220**
Work Space Required	**4**
Time Units	**25%**

Knowing the enemy's location can provide the key to winning a battle. In the First Alien War, a motion scanner was developed to track alien movement. When the battle took to the seas in the new conflict, it was necessary to create a similar device that can work underwater as well as on the surface.

The Particle Disturbance Sensor uses a variety of detection techniques to pinpoint any moving objects within a limited radius. The Sensor's screen displays the detection radius as a circular grid centered on the aquanaut holding the Sensor. Moving units (aliens, civilians, and X-COM alike) appear as blips on the grid. (For details on the use and interpretation of the Particle Disturbance Sensor, see Chapter 10.)

The technology for creating the new Particle Disturbance Sensor is available for research at the start of the game.



M.C. READER

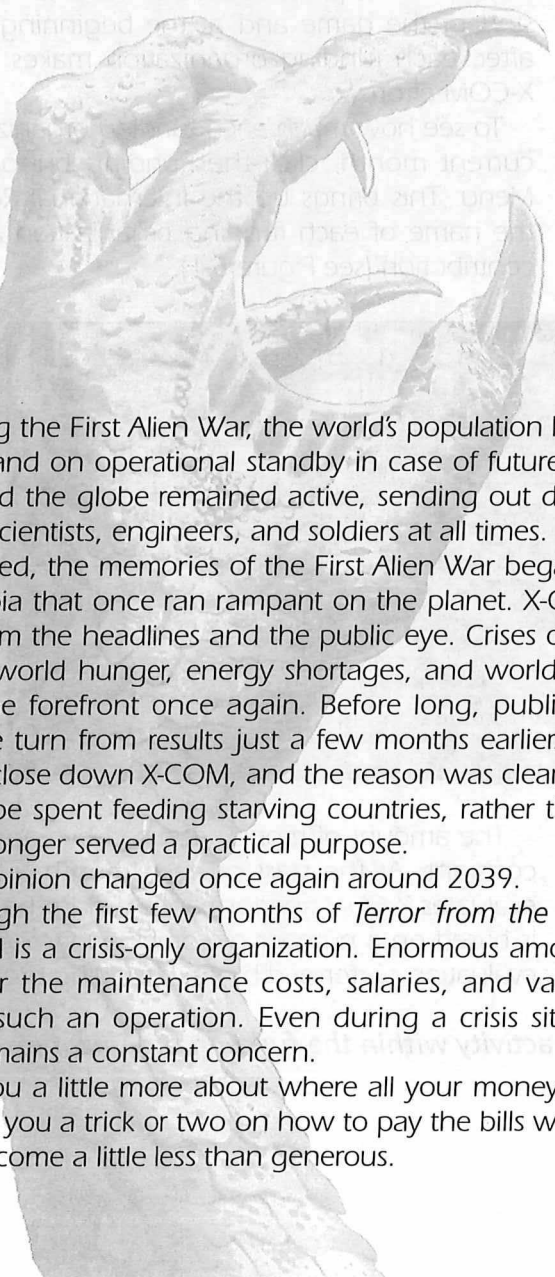
Cost	**$262,000**
Area of Operation	**Land/Sea**
Special Materials Required	**Zrbite (1)**
Technician Hours Required	**1,200**
Work Space Required	**4**
Time Units	**50%**

The M.C. Reader is an alien communications device that allows the aliens to contact one another via a telepathic link of sorts, established through their molecular control implants. Through research, X-COM scientists discovered a use for this device because it takes advantage of the aliens' dependence on their molecular control implant technology.

When carried into battle, the M.C. Reader allows an aquanaut to tap into the implant of a targeted alien and view that alien's statistics (health, morale, firing accuracy, etc.). This can help in planning your attacks, and allows you to choose which aliens you want to kill and which you want to take back alive.

Chapter 5

X-COM Finances



In the years following the First Alien War, the world's population kept the X-COM organization intact and on operational standby in case of future alien invasion. X-COM bases around the globe remained active, sending out daily patrols and keeping a full staff of scientists, engineers, and soldiers at all times.

As the months passed, the memories of the First Alien War began to fade, and with them the paranoia that once ran rampant on the planet. X-COM slowly but surely disappeared from the headlines and the public eye. Crises of the common, everyday variety, like world hunger, energy shortages, and world-wide recession began to surge to the forefront once again. Before long, public opinion polls showed a 180-degree turn from results just a few months earlier. The people of the world wanted to close down X-COM, and the reason was clear–money.

Money that could be spent feeding starving countries, rather than feeding an organization that no longer served a practical purpose.

Of course, public opinion changed once again around 2039.

After playing through the first few months of *Terror from the Deep*, one can easily see why X-COM is a crisis-only organization. Enormous amounts of money are required to cover the maintenance costs, salaries, and various expenses involved in running such an operation. Even during a crisis situation, finding sources of funding remains a constant concern.

This chapter tells you a little more about where all your money comes from in the game, and shows you a trick or two on how to pay the bills when the normal sources of funding become a little less than generous.

Funding Organizations

Primary funding for X-COM comes from contributions. By the time the game takes place, the early 21st century, world governments have begun forming alliances that cooperate to meet the financial needs of their people. These groups of governments, known as funding organizations, provide the main source of your monthly income. At the start of the game and at the beginning of each game-month thereafter, each funding organization makes a monetary donation to the X-COM effort.

To see how much each funding organization has donated during the current month, click the Funding button on the Geoscape Options Menu. This brings up the International Relations screen, which shows the name of each funding organization and the current level of their contribution (see Figure 5-1).

Figure 5-1.
The International Relations Screen.

The amount of money donated by each organization is by no means constant. At the start of each month, each funding organization re-evaluates X-COM's performance within that individual zone. This analysis is based on a number of combined factors. Expressed as equations, the evaluation performed by each funding organization is as follows:

Alien activity within the funding organization + (overall alien activity/5)

The result of this equation is then compared with the result of the following equation:

X-COM activity within the funding organization + (overall X-COM activity/10)

Activity "within the funding organization" refers to those events that take place within the given borders of a particular funding organization. "Overall" activity consists of the amount of activity recorded worldwide.

Each funding organization evaluates and compares the results of these two equations at the end of each game-month. If the figure resulting from the X-COM activity equation is higher than the figure resulting from the alien activity equation in a particular region, the funding organization for that area may increase their X-COM contribution by as much as 20 percent. If the alien activity figure is higher than the X-COM activity figure, the funding organization may decrease its contribution by a random amount, up to 20 percent of that organization's current funding level.

At the end of each game-month, a screen appears summarizing X-COM's activities throughout the previous month. This summary, the X-COM Project Monthly Report (See Figure 5-2), shows your score and rating for the month, as well as any increases and decreases in overall funding. The report also includes a brief explanation of any changes that may have occurred in your funding.

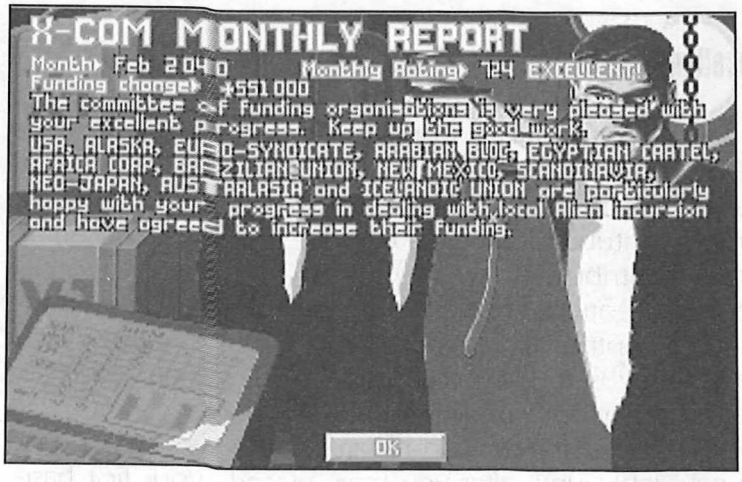


Figure 5-2.
The X-COM Project Monthly Report.

Preventing Lost Contributions

The world is a pretty vast place, and there are relatively few X-COM bases and operatives deployed to protect it. This is especially true at the start of the game, during which you are valiantly struggling to keep your single base supplied and running, while providing your aquanauts with the best weapons and equipment available.

Subsequently, some funding organizations (those farthest from your single base) are bound to become upset with your inability to deal with the alien problem in their part of the world. This, of course, can result in a loss in funding.

You need to minimize this situation as much as possible in order to ensure X-COM's ability to function. For every month a funding organization is neglected, that organization may cut its contribution. If you rectify the situation by assigning more X-COM coverage to the funding organization in question, contributions may once again become stable or even begin to rise. However, if the neglectful situation continues unchecked, the funding organization may pull out of the X-COM project altogether and sign an agreement with the aliens. When this happens, no amount of X-COM activity can cause that funding organization to resume its contributions to the project.

The next few sections outline methods for keeping problems like these to a minimum.

Strategic Base Locations

As explained earlier, contributions from funding organizations are based on X-COM's performance within their individual areas of jurisdiction. The happier the funding organization, the more they increase their monthly contribution. The percentage increase is based on the current monthly contribution.

Not all funding organizations are created equal when it comes to the amount of their initial contribution; some are much more wealthy than others. The best strategy is to build your bases close to or within the area controlled by the wealthiest funding organizations.

At the start of the game, information regarding the wealth of each organization is unavailable until after you have placed your first base. Although initial contributions from each organization may differ from game to game, the wealth of the funding organizations in relation to one another remains constant. Table 5-1 lists the funding organizations of the world, in order from the richest to the poorest. (See page 135.)

Table 5-1 Funding Organizations, Ranked by Wealth

1.	USA
2.	Fed Korea
3.	New Mexico
4.	Egyptian Cartel
5.	Euro-Syndicate
6.	Neo-Japan
7.	Alaska
8.	Asian Coalition
9.	Free China
10.	Australasia
11.	Arabian Bloc
12.	African Corp
13.	Scandinavia
14.	Icelandic Union
15.	Brazilian Union
16.	Eurasia

The information in Table 5-1 should be one of your primary considerations when deciding on the placement of your bases, especially the first base. As you learned in Chapter 3, your first base possesses only short range detection capabilities. Therefore, most of the alien subs you track will be fairly close to your base.

Let's look at an example. You construct a base within the boundaries of the USA funding organization, which initially contributed $766,000 to X-COM. Following a month of very successful X-COM activity, the USA decides to increase its funding by 10 percent, for an increase of $76,600 in funding the next month.

Now, take the same base and construct it within the territory controlled by the Icelandic Union, whose initial contribution to X-COM was $142,000. After a month of exceptional X-COM activity, the Icelandic Union decides to increase their contribution by the same percentage as the USA in the first example. In this case, the funding increase for the next month consists of just $14,200, less than 20 percent of the increase amount you would have received for the same performance in the USA.

This example illustrates the reason for building your bases near rich funding organizations. It is certainly preferable to cover as much of the world as possible. Keeping a greater number of areas safe from alien activity pleases a larger number of funding organizations. Just remember the limitations of the detection systems at your bases. When you operate only one or two bases, it is very important to make the areas they protect count financially.

The suggestions given in Chapter 3 concerning possible base locations were chosen to take full advantage of the richest funding organizations of the world. Any of the locations listed there are ideal sites for X-COM bases.

Monitoring X-COM and Alien Activity

As shown in the equations earlier in this chapter, the amount of funding you receive is based on a comparison of the level of X-COM

and alien activity within the geographic boundaries of each individual funding organization. Because this information is so important to your financial success, it is necessary to monitor the levels of activity in order to correct bad situations before they can cost you a lot of money in lost contributions.

As explained in Chapter 2, there is a Geoscape option that allows you to easily monitor this data. The Graphs option accesses a number of statistical graphs, including two covering alien and X-COM activity within each funding zone. It is valuable to study these graphs several times during the course of each month. This helps you to pinpoint the "hot spots" of alien activity in the world, and to make sure that you are responding properly to the threat. If you see a trend of high alien activity but low X-COM activity in a particular funding organization, you can adjust your world coverage to include that region–especially if it is a wealthy area of the world. If the Alien Activity in Zones graph shows a trend of high alien activity in a wealthy funding zone, that is where you want to build your next base.

You can also monitor the opposite situation. If the graphs show that X-COM activity is particularly high in a zone that has relatively little money to contribute, you can shift your efforts to a more profitable area before you start losing money from a wealthier funding organization.

Monitoring Income and Expenditure

Maintaining your level of contributions from the funding organizations is not enough to ensure your financial success in the game. In addition to this, you must keep a close watch on the amount of money you are spending each month.

Everything in the game costs money. Every base facility generates a monthly maintenance cost. The Triton and Barracuda submarines each carry a monthly rental charge. Salaries must be paid to every scientist, technician, and aquanaut. Additionally, you must constantly purchase equipment, weapons, and ammunition to keep your aquanauts armed and ready to enter combat at all times.

As explained in Chapter 2, the Finance graph, which is accessible by clicking the Graphs button on the Geoscape screen, gives you a breakdown of the income and expenditures for your entire operation worldwide. This graph gives you a good, general picture of how your income and expenditure levels compare to one another. This graph should be checked several times each month so that bad spending habits can be spotted early and corrected before they become a major problem.

A method for monitoring the financial status of each individual base is also provided. On the Base Display screen, you will find an option labeled Base Information. Clicking this button brings up the Monthly Costs screen, which itemizes the expenses for the chosen base. Included in the information displayed on this screen are the price of submarine rental each month, the total amount paid in salaries to each type of personnel, and the total cost of maintaining the base's structures and facilities each month. The grand total for all these elements is displayed at the bottom of the screen, along with X-COM's current level of monthly income (see Figure 5-3).

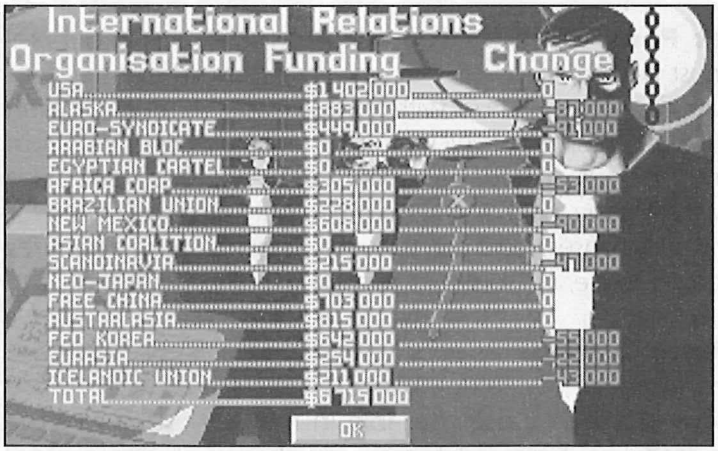


Figure 5-3.
The Monthly Costs Screen for an X-COM base.

Cutting Unnecessary Expenses

In order to keep your monthly income and expenditures balanced, it is important to identify and eliminate unnecessary expenses at each of your bases. There are a number of different places where you can look to find the financial leaks that are devouring excess portions of your monthly budget.

Extraneous Base Facilities

Maintaining base facilities can be very costly, especially when you operate more than one base. Most of the maintenance fees are necessary and unavoidable, but there are a number of things you can do to lower costs. Some of the base facilities that can be eliminated are shown in the list on page 138.

- **Excess Detection Systems** Because the chance of alien detection increases with every Standard or Wide Array Sonar system you install at each base, it is not uncommon to end up with several such systems at each of your bases. The maintenance costs associated with these systems are necessary expenses. However, after you have researched and constructed the Transmission Resolver, the Sonar detection systems become obsolete (the Transmission Resolver is 100 percent effective at detecting UFOs within its range). The obsolete detection systems should be replaced with a single Transmission Resolver as soon as it becomes available. Remove all Sonar systems from the base as soon as the Transmission Resolver is completed.

- **General Stores Pods** Obviously, you need to have several General Stores pods at most bases. However, it is very easy to build too many of these structures in order to keep up with the growing number of alien artifacts, corpses, and equipment, which are constantly brought back from the sites of assault missions. In order to avoid falling into this trap, make sure you closely monitor the incoming items. Keep only what you need for research or combat purposes, and sell the rest. This not only minimizes your need for storage space, it also serves as a source of extra income.

- **Obsolete Defense Systems** As your research progresses, new base defense systems become available. These systems are much more accurate and powerful than those available in the early stages of the game. If you upgrade your base defense, you should eliminate older defense systems as soon as the new ones go on-line.

Replacement of Rental Vehicles

As mentioned earlier, X-COM does not purchase the Triton and Barracuda subs; instead, they are rented on a monthly basis from the governments of the world. Depending on the number of these subs you have stationed at a base, these monthly rental fees could easily be the base's largest single expense.

The solution to this problem is simple and desirable. As soon as your research progresses to the point that you are able to build advanced submarines, do it. These advanced craft (the Hammerhead, Manta, and Leviathan) carry a one-time construction cost and no monthly expense is associated with them. You can save hundreds of thousands of dollars each month for each basic submarine replaced with an advanced model.

Despite the savings in monthly maintenance costs you gain when basic craft are replaced, you may want to hang on to one or two basic submarines later in the game. The drawback involved in exclusively using advanced submarines is the fact that they require Zrbite for fuel. Constant operation of these craft over an extended period of time can cause you to deplete your supply of Zrbite rather quickly. Keeping one or two basic craft around, especially a Triton transport for assault mission transportation, allows you to effectively operate without using up your Zrbite.

Elimination of Non-Essential Personnel

When aquanauts, scientists, and technicians sit around the base with nothing to do, they waste money every month. The combined salaries of a large base staff can add up to a great deal of money.

Check the status of your personnel by clicking the Base Information button on the Bases screen (described in detail in Chapter 3). Make sure all your personnel have something to do:

- **Aquanauts** Make sure most of the Aquanauts at each base are assigned to a transport craft. Those not assigned to a craft should be transferred to another base (if they are needed there) or sacked to save money. (You may want to keep a token force stationed at the base in case you are attacked while your transport craft and its assigned aquanauts are away on a mission.)

- **Scientists** Make sure that every scientist at every base is assigned to a research project at all times. If no research projects are currently available, keep a maximum of 20 scientists in reserve and sack the rest. Also remember that, no matter how much research there is to be done, only 50 scientists can work in each Laboratory pod. If your scientific staff includes more than 50 scientists for each Lab at the base, transfer or sack the excess personnel.

- **Technicians** Technicians can waste a lot of money, since you do not constantly build new items. Retain only enough technicians to construct common items as needed within a reasonable amount of time, and hire more as the need arises to construct larger items. Keep in mind that every item you construct takes up some space in your lab. It is, therefore,

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never necessary to keep 50 technicians on staff at every one of the base's Work Shops. Under normal circumstances, you need about 20 technicians per base.

When agonizing over whether to sack personnel to save money, don't forget this one important fact: personnel, when hired, take a relatively short amount of time to arrive at your base. This means you can quickly and significantly increase your staff at any time, as the situation warrants. Hiring on demand saves you money that you might otherwise spend on salaries for idle personnel each month.

Limited Bases

The best way to curtail expenses is not to incur them in the first place. It is expensive to operate an X-COM base. It is a lot more expensive to operate eight X-COM bases.

To prevent you from getting in over your head, don't build bases as quickly as possible all over the world. Instead, choose a few strategic locations that provide you with adequate world coverage without having to construct more bases than you can afford. A few bases monitoring the richest parts of the world provide enough X-COM coverage without throwing you deep into debt.

Alternate Sources of Income

No matter how effectively you deal with the alien threat, the contributions of the funding organizations may not be enough to meet your monthly expenses. This is especially true late in the game when you need extra cash for the construction of expensive advanced submarines, armor, and SWSs. Fortunately, you can make money in addition to the funds received at the start of the month in a couple of different ways.

The "Garage Sale" Strategy

As mentioned earlier, a major problem throughout the course of the game is a lack of storage space at your bases. This results from buying

items to keep your base well-stocked and from the constant accumulation of alien artifacts, corpses, and equipment retrieved from the sites of assault missions.

The items and corpses brought back from assault missions are essential to your progress in the game. They form the basis for much of your research. However, after you have researched them, most of these items (with the exception of weapons and certain alien sub components) no longer serve any useful purpose. They just continue to collect in your General Stores pods, until the walls are practically bursting with useless alien flotsam.

When you reach this point, you need to either empty the existing General Stores pod, or build additional storage units. As it turns out, emptying the storage areas provides an excellent option–and can end up making you a great deal of money.

Clicking the Sell/Sack button on the Base Display brings up a list of all the items stored at the base, as well as the quantity stored and sale value of each stored item. With the exception of personnel and rented submarines, every piece of equipment in the game can be sold to some undisclosed entity for a profit. Selling unused items serves to clear out your much-needed storage space, and improves your financial status at the same time.

The following are obvious candidates for sale:

- **Alien Weapons and Ammunition**. If your strategy includes arming your aquanauts with alien weaponry, keep only those weapons and ammunition you need to arm your squads, and sell the rest. Alien weapons pile up quickly, and they are worth a great deal of money when sold.

The Sonic Cannon, though an unwieldy weapon at best, is an especially profitable item when sold on the open market.

- **Outdated Terran Weapons and Ammunition**. This strategy doesn't apply just to accumulated alien items, but also to old Terran equipment. You should sell off all outdated weapons and the ammunition that goes with them as soon as you have equipped your aquanauts with more advanced weapons.

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- **Alien Devices**. Once researched, alien devices such as Alien Cryogenics, Alien Cloning, and Alien Learning Arrays serve no purpose in the game. They do, however, continue to accumulate in your base as a result of constantly retrieving them from assault mission sites. Check your inventory frequently, and after your scientists complete their research on these items, immediately sell them off.

- **Alien Corpses**. Aside from weapons, alien corpses are the most common items recovered from assault mission sites. As a result, they tend to pile up quickly in your General Stores pods.

  Keep one alien corpse of each species (for research purposes) and sell the rest. Then, after research has been completed on each type of alien corpse, sell them all as soon as you get them. The sale of alien corpses provides a constant supply of supplemental income, since the demand for them on the open market seems to be endless. Why this is so, we can only speculate... but don't bother analyzing it. Accept it as fact and exploit it.

- **Alien Sub Components**. The drive and navigation systems used in alien sub construction, not to mention the Aqua Plastics found in the hull of the subs, can also be a source of profit.

  Although you need navigation and drive systems later in the game when you construct your own advanced subs, these components are useless at the start of the game. Early on, you can sell these devices for profit, and either collect or construct replacements when needed.

  The Zrbite and Aqua Plastics recovered from assault missions are a different story. These components are used in the construction of virtually all advanced weapons and/or ammunition. Although Aqua Plastics can be easily found or constructed, Zrbite is extremely rare. It's best not to sell either of these two components under any circumstances.

The Build and Sell Strategy

Despite the world-wide recession suffered in the years between the First Alien War and the current invasion (or perhaps because of it) a constant demand exists for equipment and weapons that can be produced by X-COM. This is demonstrated by the ease with which you can sell any and all equipment your aquanauts collect after assault missions.

The "garage sale" strategy explains how to use this constant demand to your advantage. The following strategy takes the concept one step further: To create a constant source of income, become an arms and equipment manufacturer. Set up a base with a large number of Work

Shops and technicians, and put them to work producing the latest weapons or other technology.

Table 5-2 lists every item that can be produced by your technicians, along with each item's cost of construction, sale price on the open market, and net profit for sale. Note that nearly every item can be sold for a significant profit. Some mysterious buyer is constantly ready to pay top dollar for the weapons you produce.

Table 5-2 Profit Gained Through the Sale of Manufactured Items

Item	Cost Per Unit	Selling Price	Profit From Sale
Aqua Plastics	$3000	$6500	$3500
Blasta Rifle Power Clip	$3000	$6290	$3290
Cannon Power Clip	$6000	$9590	$3590
Coelacanth/Gauss Cannon	$500,000	$594,000	$94,000
Displacer/P.W.T.	$900,000	$1,043,000	$143,000
Displacer/Sonic	$850,000	$980,000	$130,000
Disruptor Ammo	$8,000	$17,028	$9028
Disruptor Pulse Launcher	$90,000	$144,000	$54,000
Gauss Cannon	$182,000	$211,000	$29,000
Gauss Cannon Ammo	$200	$200	$0
Gauss Pistol	$8000	$20,000	$12,000
Gauss Pistol Clip	$1000	$1050	$50
Gauss Rifle	$20,000	$36,900	$16,900
Gauss Rifle Clip	$2000	$1950	-$50
Heavy Gauss	$32,000	$61,000	$29,000
Heavy Gauss Clip	$4000	$3220	-$780
Heavy T.L.	$20,000	$2000	-$18,000
Ion Armor	$42,000	$85,000	$43,000
Ion Beam Accelerator	$130,000	$250,000	$120,000
Magnetic Ion Armor	$58,000	$115,000	$57,000
Magnetic Navigation	$150,000	$80,000	-$70,000
M.C. Disruptor	$160,000	$194,700	$34,700
M.C. Reader	$262,000	$304,000	$42,000
Medi-Kit	$28,000	$46,500	$18,500
Particle Disturbance Sensor	$34,000	$45,600	$11,600
Pistol Power Clip	$2000	$4400	$2400

(Continued on page 144)

Table 5-2 Profit Gained Through the Sale of Manufactured Items
(Table continued from page 143)

Item	Cost Per Unit	Selling Price	Profit From Sale
Plastic Aqua Armor	$22,000	$54,000	$32,000
P.W.T. Ammo	$28,000	$53,300	$25,300
P.W.T. Cannon	$242,000	$281,100	$39,000
P.W. Torpedo	$15,000	$31,500	$16,500
Sonic-Blasta Rifle	$88,000	$126,500	$38,500
Sonic Cannon	$122,000	$171,600	$49,600
Sonic Oscillator	$266,000	$267,300	$1,300
Sonic Pistol	$56,000	$84,000	$28,000
Sonic Pulser	$6700	$14,850	$8150
Thermal Shok Cannon	$78,000	$120,000	$42,000
Thermal Shok Bomb	$7000	$15,200	$8200
Thermic Lance	$12,000	$1800	-$10,200
Vibro Blade	$7000	$1500	-$5500

The key to this strategy comes from choosing items that maximize profit, while using a minimal amount of special materials in their construction. Items that use large amounts of special materials, such as Zrbite, bring a lower overall profit margin due to the loss you take in the way of vital materials.

Piracy

One of the most unique ways of accumulating large sums of money every month involves the strategic location of a base specifically designed to exploit the aliens. This strategy works best late in the game but can be used (at a slightly higher risk) early in the game, as well.

Suggested by a member of the MicroProse Q.A. team, this strategy requires that you first locate an alien colony. Then, construct an X-COM base right next to the alien colony site. Equip your base with a detection system (preferably a Transmission Resolver, if available), staff it with a squad of well-armed aquanauts, and equip it with a Hammerhead or Leviathan submarine (that can act as both an interceptor and transport).

Once the base is built, sit back and wait. Periodically, large alien subs appear to ferry supplies to the alien colony. Intercept these supply subs

and shoot them down before they can dock at the alien colony. Then, send your aquanauts on a recovery mission to the downed sub. When you successfully complete the mission, you are rewarded with a tremendous number of alien devices and artifacts, that, in turn, you can sell for profit.

This rather devious strategy works incredibly well. No matter how many supply subs you intercept, more continue to arrive on a regular basis, as long as the alien colony remains operational.

Debt

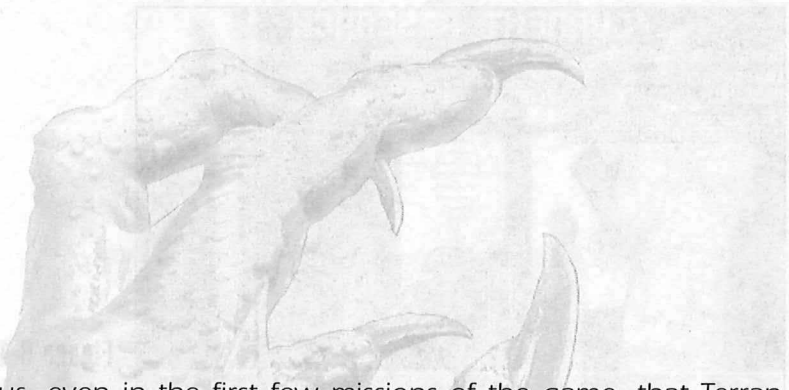
If you fall into the habit of reckless spending, you can go into debt. This happens when your expenses exceed the contributions of the funding organizations at the beginning of the month. Usually, this situation arises from operating too many bases while exploring none of the possibilities of new sources of money.

Debt is, obviously, an undesirable situation. If you don't radically alter your style of play, your debt level becomes more pronounced. Being in debt can actually cause you to lose the game. If you accumulate debt of over $1 million for two consecutive months, the world governments shut down the X-COM operation, and the game ends.

If you follow the advice of this chapter, you should be able to avoid this situation entirely.

Chapter 6

Research and Manufacturing



It becomes obvious, even in the first few missions of the game, that Terran technology of the 21st century simply is not up to the challenge presented by the invading aliens, their superior weapons, and submersible technology.

This mirrors the situation faced during the First Alien War. Throughout that conflict, X-COM scientists worked day and night to study the artifacts and science of the invading aliens. The knowledge gained from this research allowed X-COM engineers to construct new and improved weapons, armor, and other devices based on the principles of alien technology. This new, improved equipment proved the key to X-COM's defeat of the Cydonian aliens.

Research is equally important in the current situation. All of the devices constructed for the first alien war are, for one reason or another, unavailable or unsuitable for use in the current battle. Once again, this forces your scientists into the lab to study new technologies, which may enable technicians to construct devices that will lead to the aliens' defeat.

Research

Since the 10 scientists stationed at your first base at the start of the game do not automatically engage in ongoing research, a new player may easily completely overlook the research element of the game. Without a doubt, the very first thing you should do when you start a new game is immediately assign your scientists to their first research project.

How to Perform Research

In order to assign your scientists to a research project, go to the Base Display screen and click the Research button. This opens the Current Research screen (see Figure 6-1).

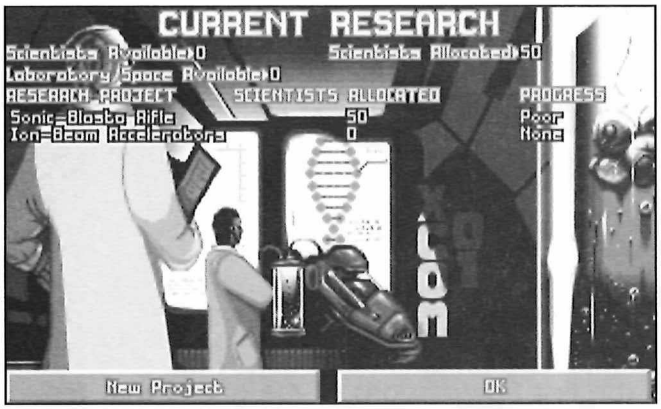


Figure 6-1.
The Current Research Screen.

The following information is displayed at the top of the Current Research window:

- **Scientists Available** The number of scientists at the base not currently assigned to a research project
- **Scientists Allocated** The number of scientists currently assigned to ongoing research projects
- **Laboratory Space Available** The number of free lab spaces available for new research projects. Each Laboratory pod houses a maximum of 50 available spaces

Below this information appears a list showing the names of research projects currently in progress, the number of scientists allocated to each project, and a one-word description of the progress of each project. If no research is currently in progress, this list is empty. Located at the bottom of the screen are two option buttons: the OK button and the New Project button. The OK button returns you to the Base Display.

To start a new research project, click the New Project button. This opens the New Research Projects window (see Figure 6-2), which lists all research topics currently available for study. To select a topic to review, click on it. To close this window without choosing a project, click the OK button.

Figure 6-2.
The New Research Projects Window.

Selecting a topic takes you out of the New Research Projects window and into the Start Project window (see Figure 6-3). This screen displays the name of the chosen topic and two option buttons: Start Project and Cancel. Click the Start Project button to confirm your choice.

Figure 6-3.
The Start Project Window.

Next, the Scientists Allocated window appears (see Figure 6-4). This window lists the number of scientists available to work on the chosen research project, along with the amount of Laboratory space currently available for use. You can increase and decrease the number of scientists allocated to the project by clicking the ↑ and ↓ buttons respectively.

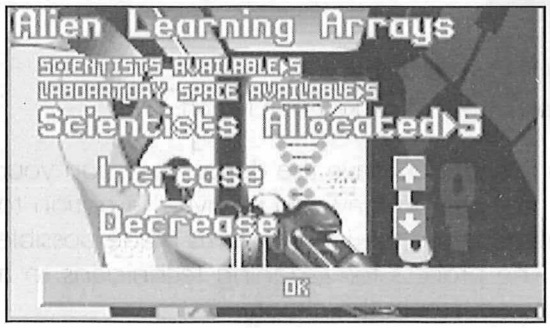


Figure 6-4.
The Scientists Allocated Window.

When you click the OK button in the Scientists Allocated window, you automatically return to the Current Research screen. The list now shows the research topic you just chose. You can then select and begin more research projects, or you can exit to the Base Display by clicking OK.

Projects that appear on the "in progress" list on the Current Research screen can be modified by clicking on the project's name. This re-opens the Scientists Allocated window, which once again gives you the opportunity to increase or decrease the number of scientists allocated to a project.

After you start your research projects, they automatically progress as you play the game. When scientists complete work on a given research project, the Research Completed window appears on the Geoscape (see Figure 6-5). This window gives you the option to view the reports on the topic researched (if a report is available). Otherwise, you may exit the window by clicking OK. Figure 6-6 shows an example of the report given at the end of a typical research project. All such reports are filed in the UFOpedia for future reference.

Figure 6-5.
The Research Completed Window.

Figure 6-6.
A Typical Research Report.

After viewing the research report, you have the option to assign your scientists to a new research project. You may also receive the option to assign your technicians to manufacture the item or items made possible by the completed research. The process for assigning technicians to a manufacturing project is discussed later in this chapter.

The Importance of Research

As players of the original game *X-COM UFO Defense* will attest, research is the most important factor in winning the game. However, even veterans of the first game may be surprised at just how important research is in *Terror from the Deep*.

As in *UFO Defense*, you need research to achieve such fundamental advances as armor for your aquanauts, and better, more effective weaponry. The game also requires research to learn the strengths and weaknesses of the enemy, to eventually determine the location of the final alien colony, and to gain the ability to build a submarine that can take you to the depths where the final colony is located.

In addition to these practical considerations, research also helps to increase your score. When the world governments evaluate X-COM's performance at the end of each month, you receive a number of points for each research project completed during that month. (For details on the number of points scored for each type of research, see Chapter 1).

As you wage your constant war against the aliens, never lose sight of your scientistsí activities. Always keep the scientists working. The faster they complete research projects, the more effectively you can combat the alien threat.

The Research Tree

In order to make the research aspect of the game more challenging, the research paths were radically redesigned for *Terror from the Deep*. Many technical advances require several levels of research, whereas the equivalent technology in the original game was much easier to attain.

This version of the game also places more importance on the examination and study of live alien specimens and alien corpses. In the original game, the interrogation of live aliens was only necessary to discover the location of the alien base and to learn details about the aliens' missions and spacecraft. In *Terror from the Deep*, interrogation of live aliens is required in order to achieve anything but the most minimal personal armor!

Figures 6-7 through 6-11 (see pages 152-157) show the research paths for the game, which have been divided into five separate categories for ease of reference.

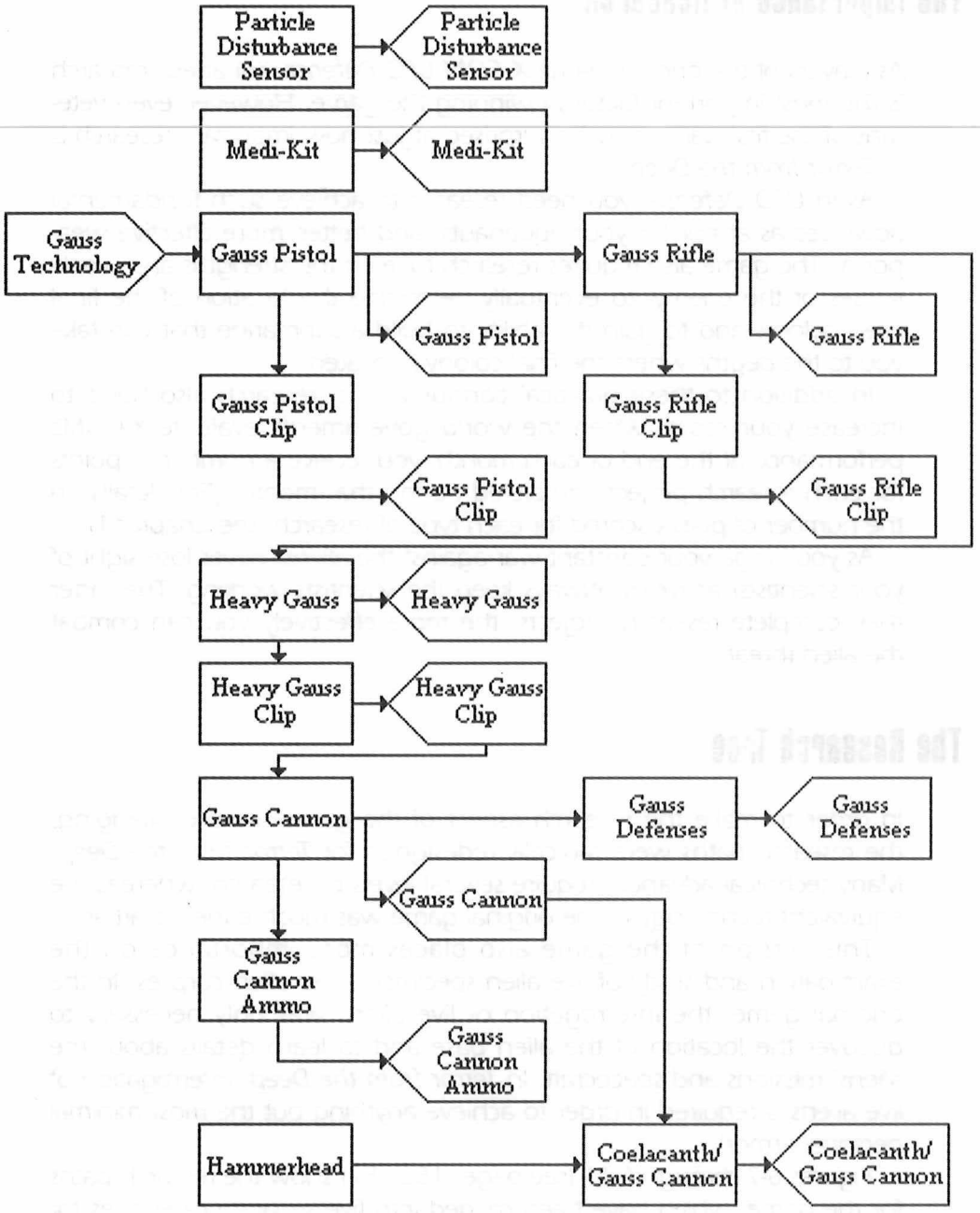


Figure 6-7. Research Paths for Earth Technology.

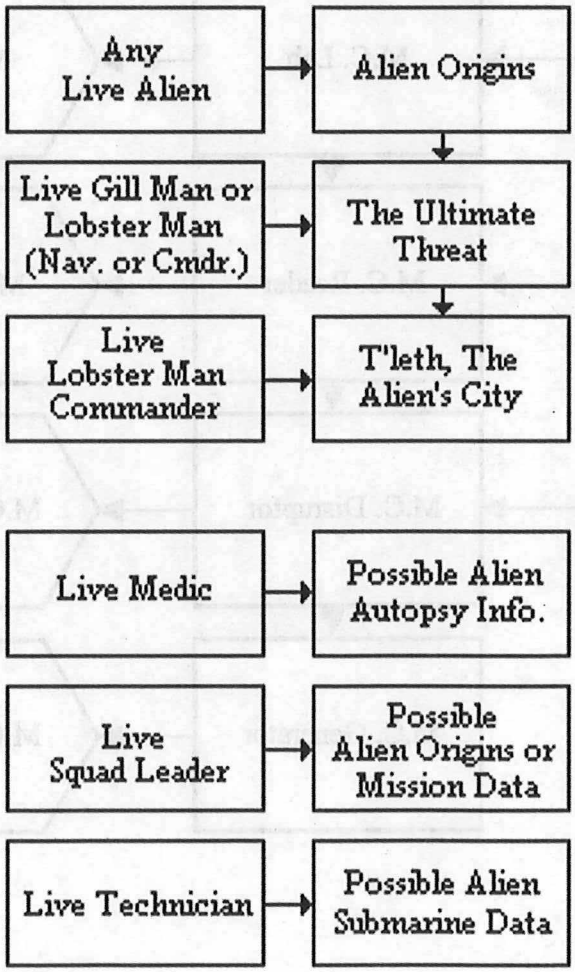


Figure 6-8. Research Paths for Alien Origins and Activity.

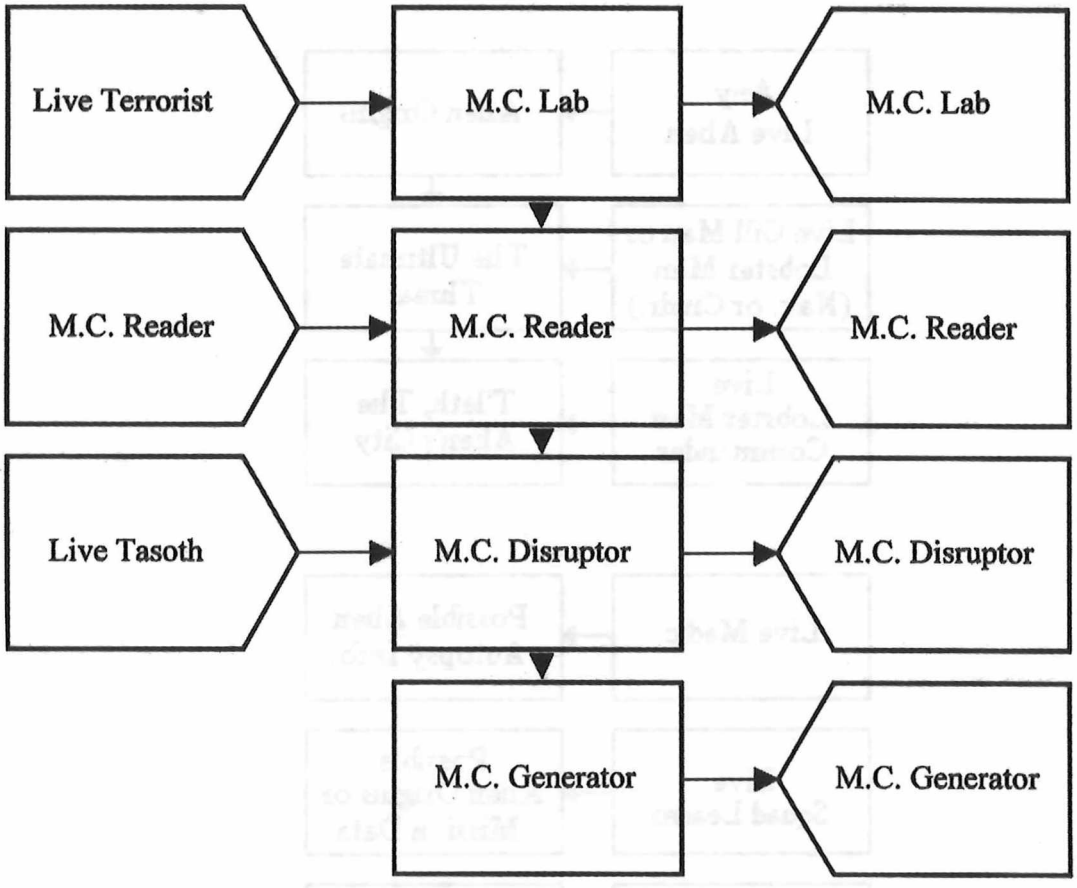


Figure 6-9. Research Paths for Alien Molecular Control (M.C.) Technology.

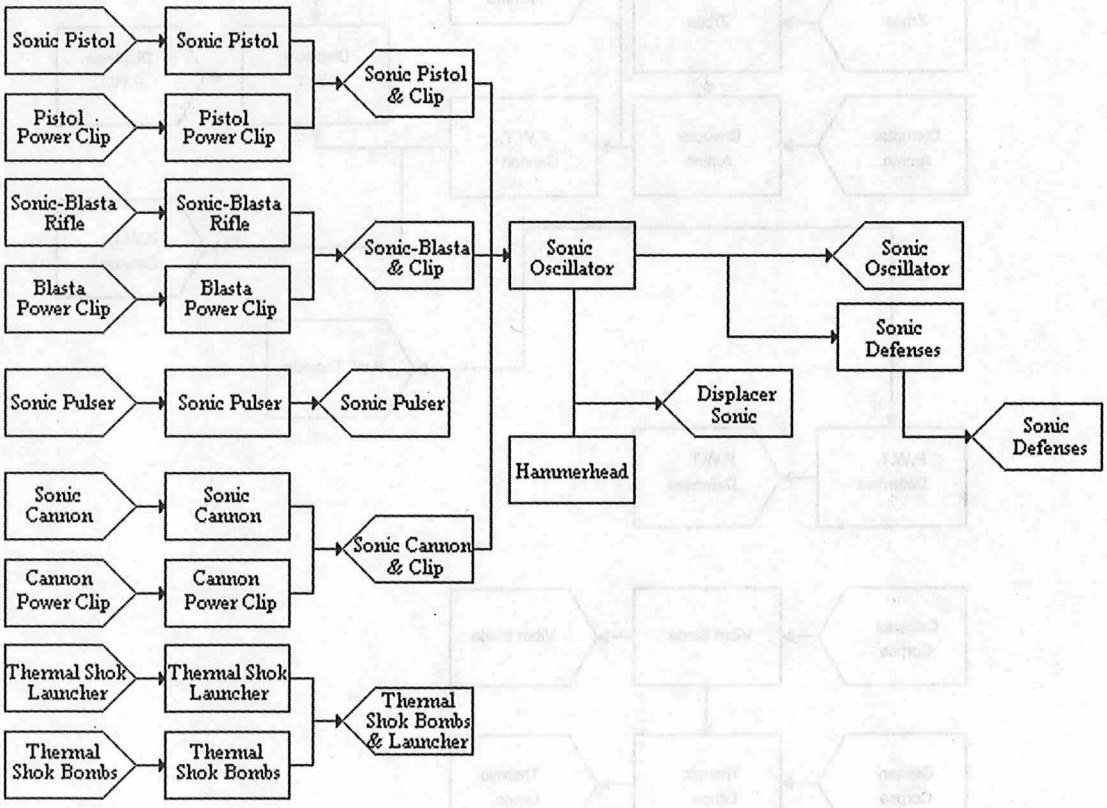


Figure 6-10A. Research Paths for Alien Weapons.

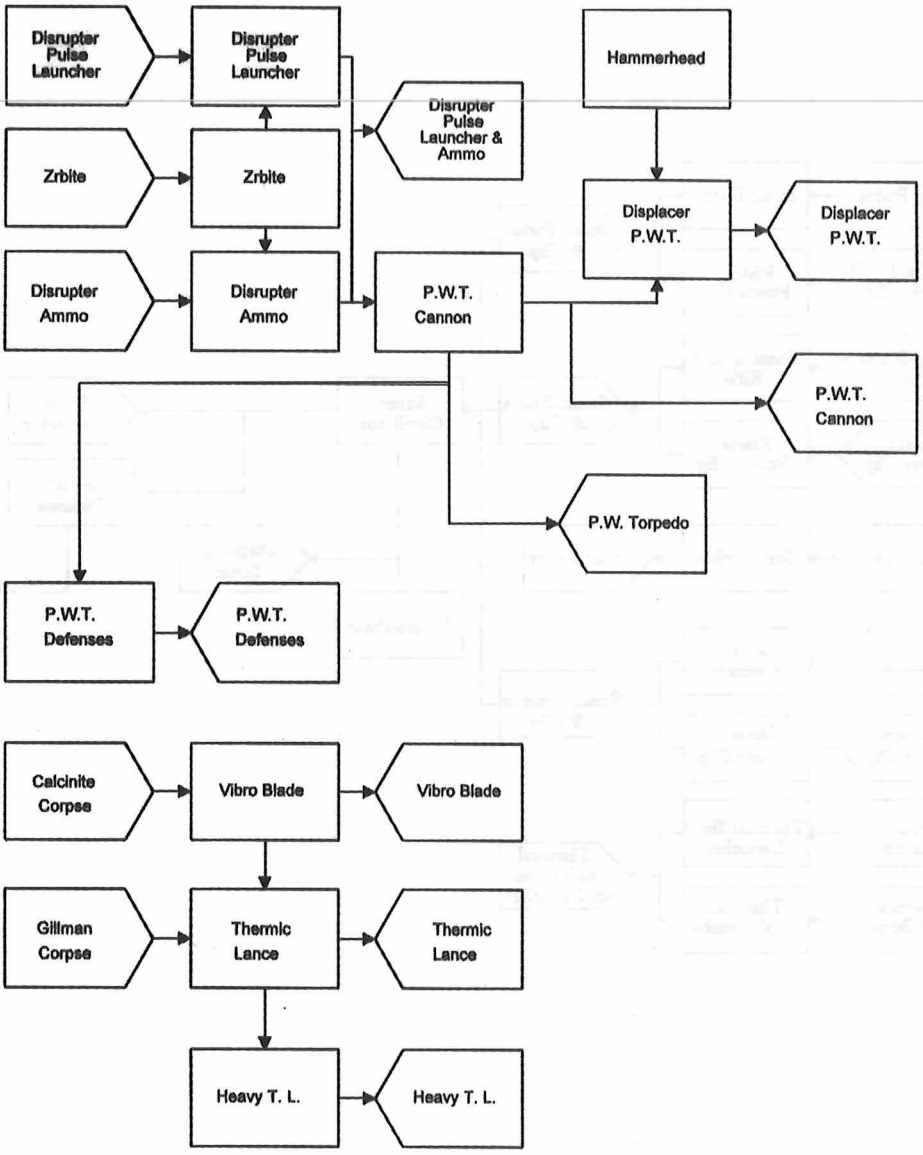


Figure 6-10B. Research Paths for Alien Weapons.

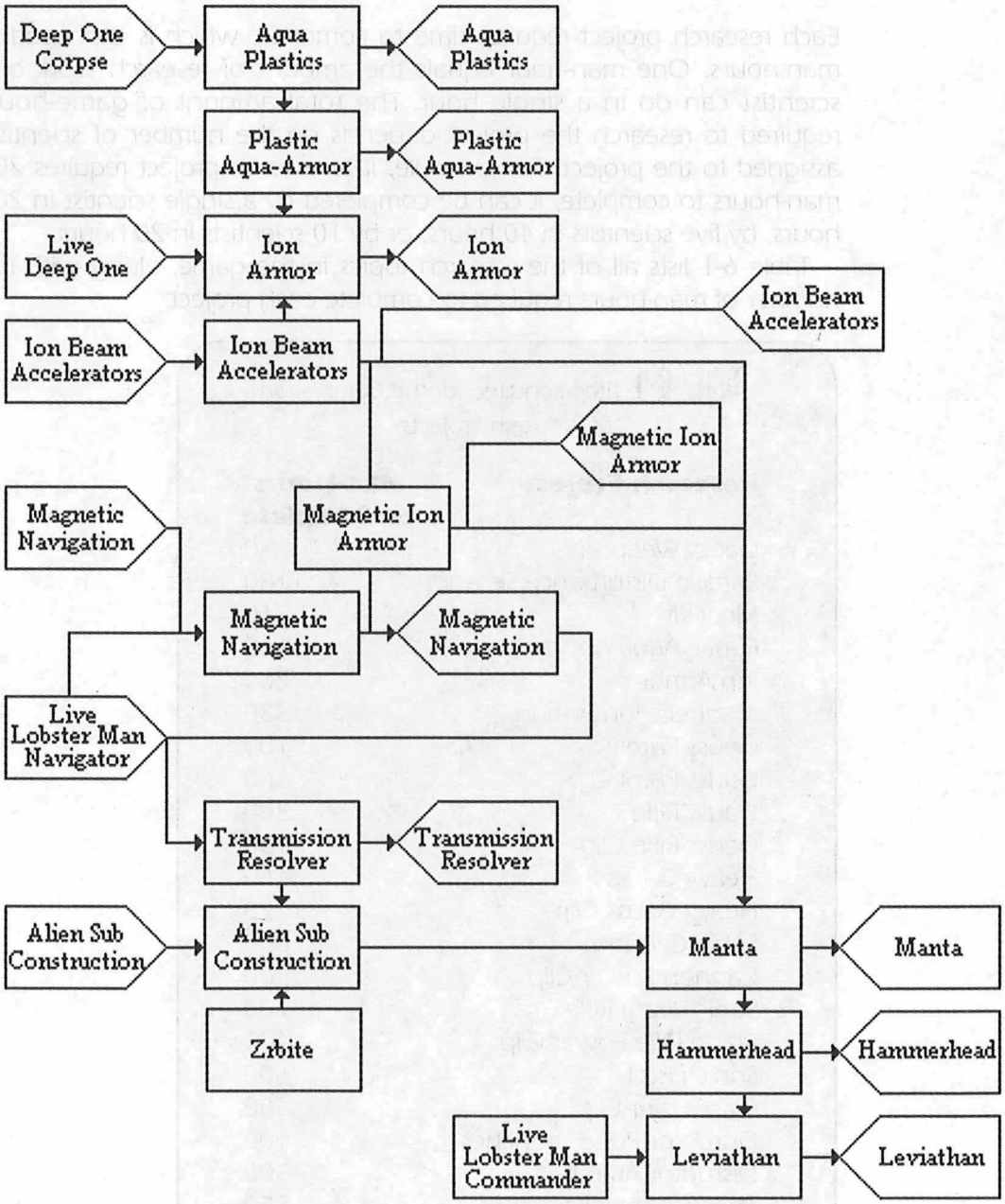


Figure 6-11. Research Paths for Other Alien Technology.

Time Required for Research

Each research project requires time to complete, which is expressed in man-hours. One man-hour equals the amount of research work one scientist can do in a single hour. The total amount of game-hours required to research the project depends on the number of scientists assigned to the project. For example, if a research project requires 200 man-hours to complete, it can be completed by a single scientist in 200 hours, by five scientists in 40 hours, or by 10 scientists in 20 hours.

Table 6-1 lists all of the research topics in the game, along with the number of man-hours required to complete each project.

Table 6-1 Time Required for the Completion of Research Projects

Research Project	Man-Hours to Complete
Gauss Weapons	50
Particle Disturbance Sensor	180
Medi-Kit	210
Plastic Aqua Armor	180
Ion Armor	205
Magnetic Ion Armor	330
Gauss Pistol	100
Gauss Pistol Clip	60
Gauss Rifle	300
Gauss Rifle Clip	150
Heavy Gauss	460
Heavy Gauss Clip	230
Sonic Cannon	800
Cannon Power Clip	400
Sonic-Blasta Rifle	700
Blasta Rifle Power Clip	400
Sonic Pistol	600
Pistol Powr Clip	400
Disruptor Pulse Launcher	900
Disruptor Ammo	300
Thermal Shok Launcher	550
Thermal Shok Bomb	180
Vibro Blade	500
Thermic Lance	500

(Continued on page 159)

Table 6-1 Time Required for the Completion of Research Projects (Continued from page 158)

Research Project	Man-Hours to Complete
Heavy T.L.	600
Sonic Pulser	200
M.C. Disruptor	500
M.C. Reader	600
Zrbite	450
Ion Beam Accelerator	450
Magnetic Navigation	450
Alien Sub Construction	450
Alien Implanter	150
Alien Cloning	150
Alien Learning Arrays	150
Alien Examination Room	150
Alien Cryogenics	150
Aqua Plastics	400
Manta	600
Hammerhead	700
Leviathan	900
Gauss Cannon	420
Gauss Cannon Ammo	230
Sonic Oscillator	660
P.W.T. Cannon	880
Gauss Defenses	510
Sonic Defenses	620
P.W.T. Defenses	800
Bombardment Shield	930
M.C. Generator	360
M.C. Lab	420
Transmission Resolver	670
Coelacanth/Gauss Cannon	250
Displacer/Sonic	430
Displacer / P.W.T.	690
Alien Autopsies (Each Species)	180
Live Alien Interrogation	192
Live Terrorist Interrogation	170
Alien Origins	300
The Ultimate Threat	500
T'leth, the Alien City	600

The UFOpedia

The UFOpedia is a computerized encyclopedia that contains pictures and/or descriptions of every research topic completed by X-COM scientists, as well as pictures and descriptions of all items available for purchase at the start of the game.

To access the UFOpedia, click the UFOpedia button on the Geoscape screen. This brings up a menu of topics, as shown in Figure 6-12.

Figure 6-12.
The UFOpedia Menu.

UFOpedia entries are divided into the following categories:

- **X-COM Craft & Weapons** Information on the submarines available to X-COM and the weapons with which these subs may be armed
- **Submersible Weapons Systems** Information regarding X-COM amphibious tanks, known as SWSs
- **General Equipment** Information on all weapons and equipment based on Terran technology available to your aquanauts
- **Aquatic Artifact** Information on all weapons and equipment based on alien technology available to your aquanauts
- **X-COM Facilities** Information concerning the types of structures (pods) that can be added to an X-COM base
- **Alien Creatures** Information about alien life forms gained through the interrogation of live aliens and the dissection of alien corpses
- **Alien Technology** Information about alien missions and activity gained through the interrogation of live aliens
- **New Submersible Technologies** Information on equipment and substances retrieved from alien subs and colonies
- **Alien Submarines** Technical information regarding alien submarines gained through the interrogation of alien technicians

Not all items and information in the game are immediately available in the UFOpedia. As new research is completed, the UFOpedia automatically updates to include the new knowledge that was obtained through that research.

Research Strategies

One thing I quickly discovered when researching this strategy guide, is that every X-COM player has his or her own preferences when it comes to the order in which they conduct their research. As you become more familiar with the game, and begin to understand and anticipate the needs of your aquanauts as the game progresses, you will undoubtedly develop research strategies of your own.

I have found that the basic strategy presented here work adequately, providing a basis for many different methods and styles of play.

Begin the game by increasing your staff of scientists to the largest possible number. After you recruit the scientists, begin construction on a new Living Quarters pod so that you can recruit even more. The more scientists you have, the faster you can complete research projects. Speed is imperative in the early stages of the game. Making the first several advances quickly allows you to build and use more advanced equipment by the time the really tough aliens begin to show up.

The game allows you few things to research at first, so your initial choices are limited. Since your first objective is to upgrade your antiquated weapons arsenal, your first research choice should be Gauss Technology. Put all your scientists on it and complete it as quickly as possible. Follow up with research of the Gauss Pistol and ammunition, then the Gauss Rifle and ammunition. Exclude the Heavy Gauss for the time being.

After your aquanauts are properly armed, switch your research to the Medi-Kit. Since you lack armor at the start of the game, it is easy for your aquanauts to fall victim to unconsciousness and fatal wounds. The Medi-Kit might be all that stands between a wounded aquanaut and death.

By the time these research items are actually developed, you will have probably fought several ground battles with aliens. If so, you probably recovered a number of alien weapons, corpses, and artifacts along the way. You may even have captured one or two live aliens. After you have developed the Medi-Kit, start concentrating on alien technology. Begin with sonic weapons, researching the Sonic Pistol and Sonic Rifle (and their associated ammunition).

As you continue on the research track for alien weapons, start thinking about armor. Without armor, you'll end up losing a lot more aquanauts than you need to on assault missions. The critical link to producing armor consists of an alien terrorist called a Deep One. In order to understand the principles of underwater armor, you must perform an autopsy on a Deep One corpse. What makes this difficult is the fact that Deep Ones can only be found at terror sites, one of the most difficult assault missions. In order to bring back a Deep One corpse for study, you must successfully complete a terror mission. As difficult as this is, it is vital not only for the acquisition of armor, but also for the acquisition of Aqua Plastics research, which is important to the construction of a number of items, including advanced submarines.

Once you have studied the Deep One corpse and Aqua Plastics, and you start to produce Plastic Aqua Armor, you should have more than enough research topics available to keep your scientists busy. Continually increase your science staff until you have about 100 scientists. This allows you to divide them evenly between two research projects, and ensures at least decent progress on each one.

At this point, you should begin to concentrate on capturing live aliens. Interrogation of these creatures yields important knowledge concerning alien activities, molecular control, alien subs, and eventually, the location of T'leth–the final alien colony. Alien interrogation also leads to the ability to construct important equipment. For example, the interrogation of a live Tasoth is required to gain the ability to research the M.C. Disruptor.

Assign half of your scientists to the study of live aliens while the other half continues to study alien artifacts, weapons, and alien sub components. With your research balanced thus, you should be able to get through all the available topics in an expedient manner. Once you reach the point at which most topics have been researched, sack all but around 20 of your scientists. You've no need continue to pay them when you no longer need their services.

Of course, this is only one suggested path of research that seems to work well. No matter which path you choose, just remember that you need to proceed as quickly as possible. If you don't get off to a quick start and keep up the pace throughout the game, your success is unlikely.

Duplicate Research

During the mid to late stages of the research process, the New Research Projects list may include a half-dozen or more live aliens waiting to be researched. This list breaks the aliens into subclasses (for instance, an

Aquatoid Medic and an Aquatoid Solider may appear on the list). If you capture only one alien in a given species and subclass, that alien disappears from the list once you have researched it. If you are researching more than one alien of the same species and subclass, or if you capture another one later in the game, that alien again appears on the New Research Projects list.

This may cause you to waste valuable research time and resources. In some cases, you receive different pieces of information by interrogating the same species and subclass of alien several times. For instance, the first time you interrogate a Tasoth commander, you may receive information on the Tasoth race and a piece of alien origins information. When you interrogate a second Tasoth commander, you receive information on the M.C. Disruptor (given all the proper prerequisites).

This is not the case, however, with all alien types. For example, the first time you study the Gill Man Race and interrogate a live Gill Man soldier, you receive information regarding the Gill Man race. A second interrogation of a Gill Man soldier yields no information at all, but "Gill Man Soldier" continues to appear on the list as long as you have a Gill Man soldier in captivity.

You must be very careful to remember which species and subclasses you have already researched, otherwise you risk wasting your time researching a dead-end topic. Every time you repeat research, it consumes the same amount of time. Avoid this trap. Follow the research trees presented earlier in this chapter and duplicate research only on the aliens that give you new information every time you interrogate them.

Manufacturing

The ability to manufacture new equipment and weapons directly results from the research efforts of your scientists. The research and design of new technologies is useless unless you can make the knowledge work in your favor.

X-COM technicians can produce the equipment designed by your scientists in record time. Work Shops located inside X-COM bases are state-of-the-art facilities that allow your technicians to replicate anything from the smallest handgun to the largest flying sub.

How to Manufacture

To begin contructing an item, click the Manufacture button on the Base Display menu. This brings up the Current Production screen (see Figure 6-13). This screen shows the following information:

- **Technicians Available** The number of technicians not currently assigned to a production project (in other words, they are available for new projects)
- **Technicians Allocated** The number of technicians currently engaged in production projects
- **Work Shop Space Available** The number of Work Shop space units currently available for new production projects (maximum 50 spaces per Work Shop)
- **Current Funds** The amount of money currently in your treasury

Directly below this information is a list that shows items currently being produced by your technicians. This list specifies:

- the name of the item
- the number of technicians allocated to the item's production
- the number of units of the item produced so far
- the total number of units of the item the technicians have been assigned to produce for this project
- the item's cost per unit
- the number of days and hours remaining before the production project is complete

Figure 6-13.
The Current Production Screen.

To begin the production of an item, click the New Production button. This opens the Production Items window (see Figure 6-14). This window lists all the items your technicians are currently able to produce and the category the item falls under (weapon, ammunition, etc.). To choose an item to produce, simply click on its name.

Figure 6-14.
The Production Items Window.

When you choose an item from the Production Items menu, the Start Production window appears (see Figure 6-15). This window shows:

- the name of the chosen item
- the number of technician-hours required to produce one unit of the chosen item
- the item's cost per unit
- the amount of Work Shop space units the item itself occupies while it is being constructed

This window also includes a display indicating the names and amounts of any special materials that may be required to produce the item–as well as the quantity of each required special material you have on-hand. If you don't have a sufficient quantity of one or more of these special materials, you cannot start production.

Figure 6-15.
The Start Production Window.

Assuming you have all the proper materials, you can begin production of the item by clicking the Start Production button. This opens the Technicians Allocated window (see Figure 6-16). This display lists the name of the item to be produced, the number of technicians currently available for new production projects, and the number of Work Shop space units currently available for new production projects.

Figure 6-16.
The Technicians Allocated Window.

The window appearing below this data is divided into two sections. The section on the left contains controls to increase and decrease the number of technicians allocated to the production project. The section on the right provides controls to increase and decrease the number of units you want your technicians to produce. To increase either of these numbers, click the [↑] button; to decrease either number, click the [↓] button. You may assign as many technicians to the project as available Work Shop space allows, and you may produce as many units of an item as your finances allow.

Once you have set the number of technicians and units, click the OK button to start production. This takes you back to the Start Production window, where you may choose another item to produce or return to the Current Production screen (by clicking OK). When you return to the Current Production screen, the production projects you started now appear on the "in progress" list.

Production projects appearing on the Current Production screen's "in progress" list can be modified by clicking on them. When you click a project on the list, the Technicians Allocated window comes up, once again giving you the option to increase or decrease the number of technicians or the number of units to be produced. You may also cancel the production project entirely by clicking the Stop Production button.

Time Required for Production

The game allocates a fixed amount of time for the production of each item that must be built by your technicians. The amount of time required to produce an item is expressed in technician-hours.

A technician-hour is the amount of production that can be accomplished by a single technician in one hour. The total number of game hours required to produce an item depends on the number of technicians assigned to the production project. For example, if an item requires 200 technician hours to produce, it takes a single technician 200 hours to produce one unit. If five technicians are assigned to the project, it takes 40 hours. If 10 technicians are assigned to the project, it takes 20 hours.

Table 6-2 lists all the items in the game that must be built by your technicians, along with the number of technician-hours required to produce each item.

Table 6-2 Technician/Hours Required to Produce Manufactured Items

Item	Technician-Hours To Produce
Aqua Plastics	100
Blasta Rifle Power Clip	80
Cannon Power Clip	80
Coelacanth/Gauss Cannon	1200
Displacer/P.W.T.	1400
Displacer/Sonic	1200
Disrupter Ammo	220
Disrupter Pulse Launcher	1200
Gauss Cannon	300
Gauss Cannon Ammo	5
Gauss Pistol	300
Gauss Pistol Clip	20
Gauss Rifle	400
Gauss Rifle Clip	45
HAMMERHEAD	14,000
Heavy Gauss	700
Heavy Gauss Clip	70
Heavy T.L.	300

(Continued on page 168)

Table 6-2 Technician/Hours Required to Produce Manufactured Items
(Continued from page 169)

Item	Technician-Hours To Produce
Ion Armor	1000
Ion Beam Accelerator	1400
LEVIATHAN	34,000
Magnetic Ion Armor	1400
Magnetic Navigation	1600
MANTA	18,000
M.C. Disrupter	500
M.C. Reader	1200
Medi-Kit	420
Particle Disturbance Sensor	220
Pistol Power Clip	60
Plastic Aqua Armor	800
P.W.T. Ammo	600
P.W.T. Cannon	400
P.W. Torpedo	400
Sonic-Blasta Rifle	820
Sonic Cannon	1000
Sonic Oscillator	500
Sonic Pistol	600
Sonic Pulser	200
Thermal Shok Launcher	900
Thermal Shok Bomb	200
Thermic Lance	220
Vibro Blade	150

Manufacturing Strategies

There aren't really any hard and fast strategies concerning the manufacture of items in *Terror from the Deep*. Although following the few pieces of common-sense advice listed on pages 169 and 170 is a good idea.

Plan Ahead Advanced SWSs and submarines require many special materials, such as Zrbite and Aqua Plastics. Planning ahead becomes especially important when producing the Leviathan sub. Not only does this craft require Zrbite and Aqua Plastics, but also several alien sub components. Make sure you have all these materials on-hand when you decide to build this sub. If you don't have the required items in storage, allow additional time to construct the components or to gather them from an alien sub or colony.

Allocate Enough Technicians Most of the items you construct early in the game, such as new weapons and Medi-Kits, require relatively few technicians to produce. For most of the game, a staff of 20 to 30 should be sufficient.

However, when constructing large items, the amount of time required to produce an item with only 20 or 30 technicians becomes prohibitive. The Leviathan again provides a wonderful example of this. It takes a 20-technician team over 1,400 days to produce this craft! By that time, the aliens will have taken over the entire planet!

When you need to build something big, hire extra technicians on a temporary basis to get the job done as quickly as possible. Then, sack them when the project is complete.

Have Enough Work Shop Space Available Allocating available Work Shop space goes hand-in-hand with the number of technicians assigned to a project. Each Work Shop pod includes 50 units of space available for the construction of equipment. Each item to be constructed takes up a certain number of spaces in the Work Shop, and each technician takes up one space, as well.

For example, if an item requires three units of work space, as many as 47 technicians can be assigned to produce that item in a single Work Shop pod (47 + 3 = 50 total spaces). However, if an item requires 30 units of work space to produce, only 20 technicians can be assigned to produce it (30 + 20 = 50 total spaces). The problem is that large items require more time to produce. So, if you assign less technicians to the project, the time required to complete the project increases exponentially.

Again, the solution lies with thinking ahead. Usually, a single Work Shop sufficiently provides for the needs of a base throughout most of the game. However, as the time approaches when (to use the same example again) a Leviathan sub needs to be constructed, you need to add at least one more Work Shop. Since Work Shops take over a month

to build, start construction on the additional pods as soon as you begin research on the Leviathan. By the time the research is complete, the new Work Shops should be almost ready to go.

Be Selective Just because you possess the ability to build every type of weapon and piece of equipment in the game doesn't mean you have to waste your time and money doing so.

Many items in the game are not worth building, the best example being sonic weapons. Sonic Pistols, Blasta Rifles, Cannons, and their ammunition can be recovered from assault mission sites at no cost in time or money. This is also true of Disruptor Pulse Launchers, Thermal Shok Launchers, and Sonic Pulsers. Building these items should be a last resort tactic, to be done only if you somehow manage to squander these items recklessly.

Additionally, you should never need to manufacture many non-weapon items, such as alien sub components and Aqua Plastics.

Reserve your production time and money for building things that you can't find for free, like gauss weapons and ammunition, as well as advanced SWSs, X-COM submarines, and armor for your aquanauts.

Chapter 7

Getting to Know the Enemy

Knowing the type of enemy you are up against plays a large factor in determining your success in *Terror from the Deep*. In one aspect, the alien threat that plagues Earth in 2040 parallels the threat that existed during the First Alien War: The alien attack force consists not of a single species, but of multiple races. Some of these aliens are naturally occurring life forms, while others have been genetically engineered or constructed to be the mindless servants of one of the other races. Some are genetically altered or mutated versions of Earth creatures. One race, the Gill Men, is actually derived from a humanoid species of an early branch along the evolutionary path of humans.

You gain knowledge of alien races and their individual characteristics by studying the aliens firsthand. Autopsies of alien corpses, as well as the interrogation and observation of live aliens, gives X-COM scientists information that can be helpful in not only understanding and combating the invaders, but predicting their actions in certain situations.

This chapter contains a complete description of each alien race and their vital statistics. This information can be used to pinpoint the strengths and weaknesses of each species, and to help you more effectively plan your attack strategies.

There are 12 different creatures you may face as opponents in *Terror from the Deep*. A number of them possess a high order of intelligence, while others are built or genetically engineered by the aliens to act as servants and terrorists. One of the 12 creatures, called a Drone, is a human who has been killed and re-animated. They are mindless zombies who attack under the guidance of a Tentaculat terrorist.

Subclasses

Several subclasses exist within each intelligent species (Aquatoids, Lobster Men, Tasoths, and Gill Men) subclass. Each subclass defines the job performed by the alien, and also defines some of the creature's ability scores. Aliens may have higher or lower ability scores based on their subclass.

The alien subclasses are as follows:

- Commander
- Navigator
- Medic
- Technician
- Squad Leader
- Soldier

Each intelligent race may contain some or all of these subclasses.

Alien Descriptions

Aquatoid

The Aquatoids arose from an ancient society. Scientists believe they thrived on Earth thousands of years before the dawn of man. In appearance, they are short creatures with abnormally large, bulbous heads and fragile-looking bodies. Even brief study of their outward appearance is enough to determine that they are relatives of the space-faring Sectoids encountered by X-COM during the First Alien War. The major physical differences lie in the Aquatoids' green skin color and their webbed hands and feet, which are a result of the species' adaptation to life in an aquatic environment. Every subclass is represented within the Aquatoid race.

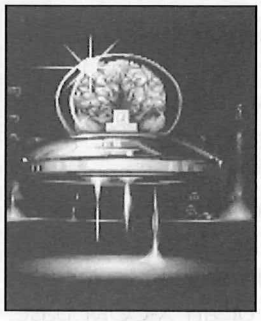
Autopsies performed on Aquatoid subjects reveal that their adaptation from Sectoids to aquatic life forms did not result from natural evolution but from extensive surgically performed genetic alteration. The presence of vestigial lungs, which have been left in place to supplement the underwater breathing organs of the creature, means Aquatoid's have limited surface mobility and the ability to breathe air for short periods of time.

The apparent frailty of the Aquatoid is an illusion; a series of cybernetic implants greatly enhances the strength of their compact bodies. In addition to the strength-enhancing implants, each Aquatoid is also fitted with a molecular control implant in its brain. These implants allow the Aquatoids to communicate with and control other alien beings. The implants also allow them to use their molecular control abilities to panic or to control human subjects for short periods of time.

It is interesting to note that every Aquatoid examined is physically identical. There are no traces of sexual organs nor any other outward signs distinguishing one member of this race from another. This most likely means that Aquatoids reproduce strictly through cloning. There is evidence, however, that the Aquatoids have sought to propagate their race in other ways, such as attempting to genetically alter human beings.

Aquatoids, like the Sectoids before them, are the obvious leaders of the alien incursion. They use their intelligence, combined with their molecular control technology, to direct the operations and attacks of the other species with whom they are allied.

Like the Sectoids encountered in the First Alien War, Aquatoids are susceptible to most forms of attack. In fact, they are somewhat more vulnerable than other alien forms to sonic weapons. Bladed attacks are also particularly deadly to this species.



Bio-Drone

The Bio-Drone is an alien terrorist weapon. An appalling construct, it consists of a dome containing a biological brain suspended in a nutrient solution. This brain is cybernetically linked to a mechanical platform that provides the creature with mobility and flight capabilities. Although this terrorist possesses a very high order of intelligence, it is completely under the control of other aliens at all times through a remote access link.

Each Bio-Drone carries a form of sonic disruptor weapon that is bio-mechanical in nature. It emits a piercing scream capable of inflicting lethal damage. Because of its ability to operate on any level of the Battlescape, the Bio-Drone can be an extremely elusive opponent.

Dissection of dead Bio-Drones has shown that the nature of this creature is even more horrifying than initially suspected. The sonic disruptor weapon is actually controlled through the vocal chords of the being whose brain is installed in the Bio-Drone's dome. This terrorist literally screams its enemies to death. As if that isn't horrifying enough, research has shown that not all the brains found installed in Bio-Drones

are alien in origin; some are actually the brains of abducted human subjects! These brains, both human and alien, always show signs of massive trauma and alteration.

Bio-Drones are identical to X-COM SWSs when it comes to their susceptibility to damage. They are highly resistant to Gauss weaponry and phosphor rounds, while taking nearly full damage from other forms of attack. Care should be taken when destroying them, since the platform that provides their power and mobility is highly explosive in nature.

The only way to destroy a Bio-Drone without causing an explosion is by using a bladed weapon (Vibro Blade, Thermic Lance, or Heavy T.L.). There doesn't seem to be any reason for this; it's just true.

Calcinite

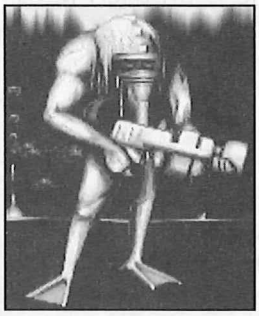
The first time a Calcinite was encountered, the X-COM strike team didn't recognize the creature as an alien–until it was too late. This is understandable considering the creature's deceptive appearance.

At a distance, Calcinites look like humans clad in old fashioned deep sea diving suits, complete with a steel helmet. However, closer inspection reveals not a human face, but a gelatinous green fluid swirling behind the clear face mask. Calcinites attack through the use of razor-sharp claws that can inflict serious and often lethal wounds. Aggressive in attitude, these alien terrorists act under the orders of others. One of the two most intelligent of the alien terrorists, they are most frequently encountered at terror sites or accompanying other aliens during the invasion of an X-COM base. Calcinites have no subclasses.

No clue as to the nature of this creature can be divined until the armored dive suit has been removed. Then you discover that the actual Calcinite is a formless mass of protoplasm with no discernible limbs, head, or organs of any kind. Although the creature has no brain per se, a modified version of the molecular control implant [found in other aliens] is imbedded deep within the Calcinite's gelatinous mass. Presumably, transmissions received through this implant control this creature entirely. How it actually performs any physical function remains unclear.

The armored suit appears to function primarily as a support structure for the Calcinite's amorphous body. Although the suit provides some

additional protection against phosphorus attacks, gauss, and bladed weapons, most attacks seem to affect the Calcinite normally (sonic weapons having a slight edge).



Deep One

The Deep One is a hideous terrorist designed and genetically engineered by the Aquatoids. Manufactured partly from captured human civilians, the Deep Ones are roughly humanoid in appearance and have a built in bio-electrical weapon capable of inflicting serious injury or death. Among the more intelligent alien terrorists, these creatures still act solely under the orders of other aliens.

Autopsies reveal that a Deep One is a hybrid organism combining a human brain with an alien body. The possibility exists that this crossbreeding was accomplished by somehow implanting an alien fetus within a human, and allowing the alien to consume and merge with the human form as the fetus developed. Aside from the humanoid form, only the human eyes and brain remain to tell the tale of this alien experiment. The brain itself has become mostly alien through massive alteration to accommodate numerous cybernetic implants and an alien cerebral cortex.

The Deep One's skin is of great interest to X-COM scientists. This inorganic covering is composed of an extremely dense but very lightweight mesh. The study of a Deep One corpse, in conjunction with Aqua Plastics technology, leads to the ability to design and build Plastic Aqua Armor for X-COM aquanauts.

The Deep Ones' armor mesh skin slightly reduces the damage inflicted by armor piercing, phosphor, high explosive, and gauss attacks. Sonic and blade attacks provide a slight edge when fighting these creatures.

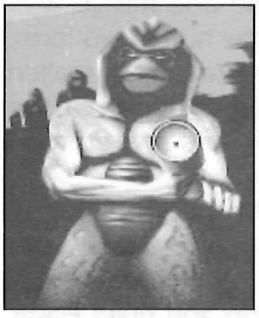
Drone

Not to be confused with a Bio-Drone, the creature called a Drone is neither alien nor an alien construct. Rather, a Drone consists of the transmuted remains of a human who has been the unfortunate victim of an attack by a Tentaculat. The venom of the Tentaculat mutates its human victims, turning them into lifeless, but colorful zombies who act as agents of the aliens, attacking X-COM aquanauts and civilians.

Drones attack strictly by touch, using their claws to inflict serious wounds. Almost completely mindless, they are unlikely to succumb to panic or any form of molecular control.

Killing a Drone is relatively easy, but results in one very serious consequence. Growing within the body of a Drone is an alien fetus. When the Drone is killed, this fetus emerges and instantly evolves into a full-grown Tentaculat. You must always be prepared for this when you plan an attack on a Drone.

When you attack a Drone, you can best prepare for the consequences by positioning at least two aquanauts in the immediate area. A good tactic is to deploy one aquanaut to kill the Drone, and the other one to kill the resulting Tentaculat. If the Tentaculat isn't killed right away, one of your aquanauts is likely to be a Drone next turn.



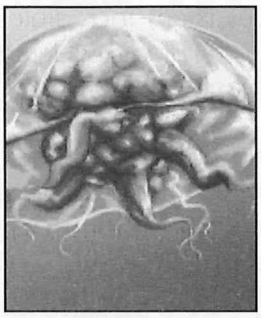
Gill Man

More human than alien, Gill Men are bipedal humanoid reptiles. Actually, they're not aliens at all, but an offshoot of human evolution that dates back to the time of the dinosaurs–a missing link of sorts between humans and reptiles. When massive changes rocked the planet, killing the dinosaurs and changing the course of life on Earth, the Gill Men were forced into a symbiotic alliance with the Aquatoids (who were, even then, setting up residence in Earth's oceans) in order to survive.

Providing more evidence that the Gill Men are actually related to human beings is the fact that they are a full-fledged race composed of males and females of varying ages. This race shows none of the signs of genetic or cybernetic alteration displayed by every other species encountered, except for the molecular control implant all aliens seem to have as a common feature. Gill Men are highly intelligent, and their subclasses include all ranks other than Navigator and Medic.

Autopsies of Gill Man corpses reveal evidence that proves, beyond any doubt, that these creatures are Terran, rather than alien, in origin. The skin, circulatory system, respiratory system, and all bodily functions, including reproduction, indicate that this is an amphibious creature that has evolved entirely on Earth.

All forms of attack are equally effective against Gill Men, with sonic and bladed weapons taking a slight advantage.

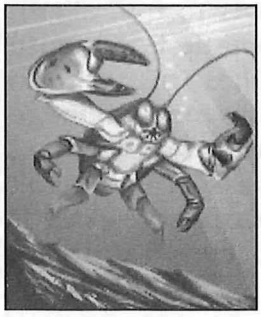


Hallucinoid

Alien genetic engineering and massive alteration have led to the creation of the Hallucinoid. This creature is, essentially, a giant jellyfish with the ability to move on any level of the Battlescape. It also possess enhanced attack capabilities. These attacks include a ranged weapon capable of freezing its target, as well as a slightly less effective freezing attack that the Hallucinoid initiates by stinging its victim with one of its many trailing tentacles. The Hallucinoid's deadly freezing attacks can quickly put several members of your squad out of commission. You will usually find these terrorists guarding alien colonies and installations in the company of their Aquatoid masters.

The autopsy of this creature reveals that its enhanced attack abilities are achieved strictly through genetics, rather than through cybernetic alteration. The chemical used in both the ranged and contact versions of the Hallucinoids freezing weapon is stored deep within the creature's gelatinous body. The only evidence of cybernetic alteration is the creature's molecular control implant, which is used by its Aquatoid masters to control it.

Despite its fragile appearance, the Hallucinoid is surprisingly resistant to several forms of attack, including armor piercing, gauss, sonic, and especially blade attacks. However, it does demonstrate a severe weakness to phosphorus-based attacks. Other forms of attack inflict normal damage.



Lobster Man

Truly a "terror from the deep," Lobster Man stands well over six feet tall and bears a striking resemblance to the Earth crustacean from which its name is derived. It has six limbs, all of which can be used for multiple tasks. Although Lobster Men usually carry a ranged weapon of some sort, they are also capable of inflicting a staggering amount of damage with their huge claws, which can crush almost any material, including the hardest steel. Lobster Men possess independent intelligence, although they act upon orders of the Aquatoids. Their race is composed of every subclass except for Medics.

Despite their outward resemblance to a natural sea creature, Lobster Men are composed almost entirely of artificial components and structures that have been carefully integrated with organic material.

Their "shell" consists of an unknown alloy that gives them incredible resistance to every form of missile attack. This shell surrounds a skeletal system composed of titanium alloys. A powerful, organic muscular system gives the creature great strength and mobility.

The Lobster Man features a sophisticated, internal, multi-band targeting system enabling it to aim ranged weapons with extreme accuracy. This targeting system is hard-wired directly into the creature's brain. The alien's multiple eyes are protected by super-strong, transparent plastics. A number of unknown cybernetic devices are scattered throughout the creature's body, apparently performing the functions of internal organs. Like the other alien species, the Lobster Man's brain contains a molecular control implant.

You will undoubtedly find that encounters with Lobster Men are the most frustrating battles in the game. They are apparently unstoppable, shrugging off almost every form of attack, even the damage of a Disruptor Pulse Launcher's powerful explosive. Early in the game, only the Thermal Tazer and Thermal Shok Launcher prove reliable against these creatures. Fortunately, the discoveries of the Vibro Blade, Thermic Lance, and Heavy T.L. provide solutions to this dilemma. These weapons are particularly deadly to this species.

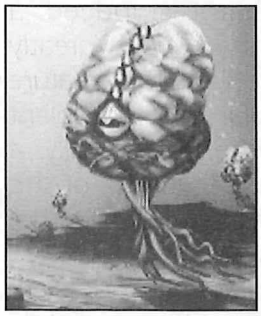
Chances are very good you will encounter Lobster Men fairly early in the game, long before you have had the chance to research Vibro Blade-related technology. A good way to combat a Lobster Man at this stage of the game is to arm your aquanauts with Gauss Rifles and have them gang up on individual Lobster Men (two or three aquanauts to one alien). Surround the alien and continue to fire automatic bursts into him. (The Gauss Rifle's auto-fire capability makes this weapon preferable to sonic weapons, which do slightly more damage to this species. The added number of shots gives you an edge.) Eventually, the Lobster Man loses consciousness. It is difficult to kill Lobster Men this early in the game, but unconscious is nearly as good as dead when it comes to completing an assault mission.

Tasoth

These agile aliens are about the same size as a man. In appearance, they resemble greenish-yellow, bipedal lizards with fully developed arms and a prehensile tail. They are extremely powerful, much stronger than the average human. Bred by the thousands in vast breeding vats in alien colonies, the Tasoth are Soldiers and Squad Leaders, who possess the crude, tactical intelligence of warriors. Their inbred aggressive nature makes them unlikely to retreat from a battle, even when the odds are tremendously stacked against them. The carnivorous Tasoths often form the spearhead force of an alien attack, but like the other alien species, they ultimately act under the orders of the Aquatoids.

Dissection of Tasoth corpses reveal it to be an extremely odd creature. A small power source is concealed beneath the skin, but the Tasoth exhibits no identifiable internal organs of any kind. This power source is connected to various parts of the body by a transmission system that feeds bio-electric energy to the extremities to control all movement and other actions. The Tasoth body is completely lacking in any form of skeletal system. The energy of the power source seems to provide the body's only support. Once the power is cut off, the creature collapses like a rag doll. The actions of the Tasoth can be controlled through a molecular control implant found in its brain.

The Tasoth was designed to be a military unit, and as such, its skin provides added resistance to many forms of attack. Phosphorus rounds are particularly ineffective against them, and armor piercing, gauss, and bladed weaponry also yield a reduced effect. Sonic and freezing attacks are most effective against these creatures.



Tentaculat

The Tentaculat is an alien terrorist most often found guarding alien colonies. It closely resembles a giant, reddish-orange brain, with a beak on the front and tentacles trailing beneath. This elusive creature is fond of using its flight capability to hide in the dark, upper corner of a room, waiting for an unsuspecting aquanaut to pass beneath it. When this happens, the Tentaculat uses its incredible speed to swoop down on its target and attack.

Tentaculats use a form of attack very similar to that of the Chrysalid race encountered during the First Alien War. The Tentaculat paralyzes its

victim with stings from its multiple tentacles. It then transmutes the helpless civilian or X-COM aquanaut into a zombie-like creature known as a Drone. The Drone then proceeds to attack other humans and if destroyed, transmutes into a new Tentaculat. This vicious cycle makes it imperative that you destroy a Tentaculat as soon as you spot it, so it cannot initiate an attack.

Autopsies reveal only small bits and pieces of the Tentaculat's nature. The brain, which is the creature's primary organ, is riddled with small cybernetic implants, including the ever-present molecular control implant. The eyesight is greatly enhanced by a link to a thermal imaging system. This allows the Tentaculat to see in the dark, making it extremely difficult for an aquanaut to hide from the creature.

The other organs are vestigial, providing only the bare minimum functions required for the creature to survive. The small stomach is connected to an external tube, indicating the Tentaculat is probably force-fed by its keepers.

The outer shell of the Tentaculat gives it some resistance to armor piercing and gauss ammunition. However, this alien is particularly susceptible to high explosive attacks. Sonic, freezing, and bladed attacks also produce a somewhat increased effect against them.

Triscene

Triscenes are bipedal reptiles resembling odd-looking dinosaurs. These amphibious terrorists are equipped with weapons pods that are strapped to their bodies, which they use in addition to their huge, metallic teeth to attack their victims. Deployed to act as an advance attack force for the Lobster Men, these powerful creatures pose a formidable threat.

The autopsy of this creature shows that it is, indeed, a descendant of the ancient reptiles whose abilities have been greatly enhanced through the implantation of cybernetic devices. The creature is controlled through the combination of a molecular control implant and a control harness that is worn by every Triscene. Additionally, a device mounted on this harness enhances the effectiveness of the creature's rather small brain. Its weapons systems make it a lethal opponent in both aquatic and non-aquatic environments.

The Triscene's tough natural skin slightly diminishes the effect of every form of attack except for bladed weapons, which produce a slightly higher effect than normal on this creature.

Triscenes make great tanks. Really. When you run into several of these creatures, have a skilled aquanaut with an M.C. Disruptor put a Triscene or two under molecular control. These aliens possess a tremendous number of movement points, and a Sonic Cannon mounted to their weapons pods discharge in excess of 200 shots! If you are able to keep one of these creatures alive and under control, it can easily explore and clear a terror site, and keep your valuable aquanauts out of harm's way.

Xarquid

The Xarquid, like the Hallucinoid, is an Earth sea creature that has been modified to act as a terrorist for the aliens. It looks much like a giant version of the nautilus–a large sea snail. It hides a lethal arsenal of weapons within its multi-chambered shell and is capable of firing both a smothering ink spray, as well as an deadly ionized particle beam. Under the control of their Gill Man masters, these creatures can often be found guarding the entrances of alien colonies and slaughtering innocent humans at terror sites.

Although it gives the appearance of a large, but harmless Terran sea snail, autopsies show that little, if any, of the creature's original nature exists within the Xarquid. The Gill Men have equipped the creature with numerous cybernetic implants to enhance its abilities and allow the Gill Men to completely control it. The heavy weapons, combined with the creature's naturally tough shell, essentially define the Xarquid's existence as that of a bio-mechanical heavy weapons platform.

The Xarquid's shell is extremely difficult to penetrate. As a result, most types of attacks produce significantly reduced effects against these creatures. Luckily, armor piercing ammunition fully affects this creature, and the effects of bladed weaponry are much higher than normal.

Alien Data

Now that you know the habits and characteristics of your opponents, it's time to get down to the hard data. This section presents the statistics of each alien race and subclass; data concerning the attacks used by aliens that do not carry separate weapons; and information on the strengths and weaknesses of each alien type with regard to various ammunition and methods of attack.

The Effects of Game Difficulty on Alien Abilities

The difficulty setting chosen at the start of the game greatly effects the strength and ability scores of all alien races and subclasses. Each alien is given a base ability score, and this score is modified by a certain percentage depending on game difficulty. The base modifiers for each difficulty setting are as follows:

- **Beginner** 40 percent
- **Experienced** 70 percent
- **Veteran** 100 percent
- **Genius** 110 percent
- **Superhuman** 120 percent

In other words, on the Beginner level, the alien's operate at only 40 percent of their normal ability level (60 percent less effective than normal). At Superhuman level, they operate at 120 percent of their normal ability level (20 percent more effective than normal).

Alien Statistics

Table 7-1 (see page 185) shows the base statistics for each alien race and subclass. These statistics are used as a basis for adjusting the abilities of the aliens to suit each level of game difficulty. Certain base statistics are increased or decreased to make the game easier or more difficult on different difficulty levels. The following statistics are affected by the game difficulty level you choose:

- **Time Units**
- **Stamina**
- **Reactions**
- **Strength**
- **Firing Accuracy**
- **M.C. Strength**
- **M.C. Skill**

The Firing Accuracy shown on Table 7-1 is multiplied by the base modifiers shown earlier in this chapter.

In other words, an Aquatoid Soldier, whose base Firing Accuracy is 52, would have the following adjusted Firing Accuracy scores for each level of difficulty. (See list on page 183.)

- **Beginner** 21
- **Experienced** 37
- **Veteran** 52
- **Genius** 58
- **Superhuman** 63

The calculations for the other alien statistics that are altered based on difficulty level use a more complex formula, which is not easily translated from the game code. This equation makes the difficulty curve of this game much more pronounced than that of *X-COM UFO Defense*. The Beginner level is now easier, and the Superhuman level is harder. It is impossible to show the exact alien statistics for each level of game difficulty. However, based on the equations used, the Beginner and Superhuman levels of each alien's ability score can differ by as much as 50 percent (that is, the Superhuman ability level may be as much as 50 percent greater than the Beginner level).

The table lists the following characteristics for each alien:

- **Alien/Rank** The alien's race and subclass
- **Flight** Whether the alien is able to move above the ground or ocean floor
- **Height** The alien's relative height. Taller creatures are easier to hit than short ones. For example, an alien with a height of 20 is twice as easy to hit than an alien with a height of 10
- **TUs** The number of time units allotted each alien at the beginning of each turn
- **Health** The number of damage points required to kill the alien
  Stamina. The total amount of energy the alien has to perform various functions. Stamina determines the alien's Energy level, which is reduced each time an action or movement is carried out. (See Chapter 9 for a complete explanation of Stamina and Energy.)
- **React** The alien's reaction time in battle. Aliens with higher reaction times may be able to attack during the X-COM movement phase.
  Strength (Str). The alien's strength. For most aliens, this simply determines the amount of weight the alien can carry. For aliens using hand-to-hand combat, this number also represents the base accuracy value of their

(Continued on page 184)

(Continued from page 183)

attack (this relates to the base accuracy of a weapon and not to the alien's base attack ability, which is accounted for separately).

- **Brave** The alien's bravery rating. This rating is different from the Bravery scores for X-COM aquanauts. The lower the alien's bravery score, the more likely it is to attack without regard to its own safety.
- **Firing Accuracy (Acc)** The alien's base accuracy for firing a ranged weapon
- **Throw Accuracy (Acc)** The alien's base accuracy for using thrown weapons
- **Close Accuracy (Acc)** The alien's close combat accuracy. This applies to combat with the Vibro Blade, Thermic Lance, and Heavy T.L., as well as to hand-to-hand combat for aliens who cannot use ranged weapons (or choose not to).
- **Armor** The alien's armor rating, broken down by area of coverage in the following order: front, left/right (L/R), rear, and under
- **M.C. Skill** Indicates the alien's ability to perform molecular control attacks. Any alien with a rating above zero is potentially capable of such an attack.
- **M.C. Strength** The alien's latent ability to resist molecular control attacks
- **Aggression (Agr)** The alien's aggression rating. Aggressiveness is ranked from zero to two, with two being the highest. When attacked, more aggressive aliens are more likely to stand their ground than to seek cover.
- **Intelligence (Intel)** The alien's intelligence rating, ranked from two (least intelligent) to eight (most intelligent). This number affects the alien's ability to know the location of X-COM aquanauts. When an aquanaut spotted by an alien leaves the alien's line of sight, the alien continues to "see" the aquanaut for a number of turns equal to the alien's intelligence rating.
- **VPs** The number of victory points received by X-COM if the alien is killed

Table 7-1 Base Alien Statistics

Alien/Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Aquatoid Soldier	no	16	54	30	90	63	30	3	52	58	76	4	3	2	2	0	30	2	3	10
Aquatoid Squad Leader	no	16	54	35	90	63	30	3	52	58	76	4	3	2	2	0	30	2	4	10
Aquatoid Technician	no	16	54	35	90	63	30	3	52	58	76	4	3	2	2	25	40	2	5	10
Aquatoid Medic	no	16	54	35	90	63	35	3	52	58	76	4	3	2	2	0	35	2	6	10
Aquatoid Navigator	no	16	54	35	100	63	40	3	52	58	76	4	3	2	2	30	45	1	7	10
Aquatoid Commander	no	16	54	35	100	63	40	3	52	58	76	4	3	2	2	50	50	0	8	10
Gill Man Soldier	no	20	40	45	80	45	47	2	45	50	54	15	12	14	12	0	20	2	2	15
Gill Man Squad Leader	no	20	45	50	80	45	47	3	49	54	54	15	12	14	12	0	25	2	2	17
Gill Man Technician	no	20	45	55	80	50	50	3	54	58	54	15	12	14	12	0	25	2	3	20
Gill Man Commander	no	20	50	60	80	53	52	3	58	65	54	15	12	14	12	50	40	1	4	20
Tasoth Soldier	no	22	56	125	100	80	70	3	54	62	78	20	20	20	10	0	30	2	4	18
Tasoth Squad Leader	no	22	66	135	100	80	70	3	65	62	78	20	20	20	10	40	50	2	8	22
Lobster Man Soldier	no	22	56	90	90	60	70	2	54	62	78	20	20	15	10	0	25	2	2	20
Lobster Man Sqd. Lead	no	22	66	110	90	65	70	3	54	62	78	20	20	15	10	0	30	2	3	25
Lobster Man Tech.	no	22	70	115	95	70	70	3	54	62	78	20	20	18	10	0	35	2	4	30
Lobster Man Nav.	no	22	74	120	95	75	70	3	54	62	78	20	20	18	10	0	45	1	6	35
Lobster Man Cmdr.	no	22	76	125	100	80	70	3	54	62	78	22	22	20	12	0	50	1	8	40
Deep One	no	21	50	35	90	55	40	2	50	58	70	8	6	4	12	0	40	2	4	12
Triscene	no	23	72	158	90	69	120	2	80	80	80	120	110	110	8	0	60	2	3	25
Xarquid	yes	23	40	114	80	50	70	2	65	50	50	50	50	50	5	0	80	2	4	30
Calcinite	no	20	68	55	96	75	110	2	74	80	85	35	35	35	10	0	90	2	5	20
Tentaculat	yes	22	99	96	140	90	100	0	50	50	80	45	25	15	5	0	100	2	8	25
Hallucinoid	yes	23	62	120	90	90	90	1	80	80	90	35	35	35	25	0	60	2	7	35
Bio-Drone	yes	17	80	140	120	40	120	1	90	0	0	25	15	10	5	0	90	2	7	25
Drone	no	18	40	84	110	40	84	0	0	0	80	4	4	4	4	0	80	2	3	18

KEY

1=Flight	**6=React**	**11=Close Acc.**	**16=M.C. Skill**
2=Height	**7=Str**	**12=Front Armor**	**17=M.C. Str.**
3=TUs	**8=Brave**	**13=L/R Armor**	**18=Agr.**
4=Health	**9=Firing Acc.**	**14=Rear Armor**	**19=Intel.**
5=Energy	**10=Throw Acc.**	**15=Under Armor**	**20=Vps**

Alien Strengths and Weaknesses

As indicated in their individual descriptions, each alien race may be endowed with certain strengths and vulnerabilities with regard to the type of ammunition and attacks used against them.

Table 7-2 (see page 186) shows the percentage modifiers for each type of attack and ammunition when used against each alien race.

Table 7-2 Alien Strengths and Weaknesses Per Ammunition or Attack Type

	1	2	3	4	5	6	7	8	9	10	11
Armor Piercing	100	95	90	100	80	100	80	20	100	60	90
Phosphor/Fire	100	40	90	100	40	90	100	30	60	170	90
High Explosive	100	80	80	100	90	100	150	30	60	70	90
Gauss	100	60	90	100	70	90	90	30	70	80	80
Sonic	110	100	110	110	120	110	110	50	90	100	90
Stun (Freeze)	100	100	100	100	110	100	110	110	90	100	90
Blade	160	80	120	120	90	80	110	200	145	60	110
Electric Shock	150	120	100	100	100	100	100	100	100	100	100

The numeric codes used to represent target types in Table 7-2 are as follows:

1. Aquatoids and Drones
2. Bio-Drones
3. Deep Ones
4. Gill Men
5. Tasoths
6. Calcinites
7. Tentaculats
8. Lobster Men
9. Xarquids
10. Hallucinoids
11. Triscenes

Alien Attack Methods

Just as every alien comes with its own unique set of characteristics, strengths, and weaknesses, each species has its own preferred methods of attack. Many of the aliens in the game can use ranged weapons, grenades, and blade weapons, and choose to do so in most attack situations. Other aliens cannot use hand-held weapons. These creatures are endowed with ranged weapons that are integrated into their physical structure or with hand-to-hand combat capabilities that compensate for their inability to use normal weapons.

Aliens Who Use Conventional Weapons

Of the aliens encountered in the game, the races listed on page 187 utilize conventional weaponry.

- **Aquatoids**
- **Gill Men**
- **Lobster Men**
- **Tasoths**

Beings from any of these races may be armed with one or more weapons of alien origin. The type of weapon carried depends not on the alien's race, but on the alien's subclass and the type of mission in which the alien is encountered.

Aliens With Integrated Weapons and Attacks

The remaining alien types are terrorists–aliens either constructed or genetically engineered to serve as bodyguards or assassins for their alien masters. Each of these terrorists possess at least one built-in form of attack that they use against their victims. The following is a list of alien terrorists, along with a description of their forms of attack.

- **Calcinites** The Calcinites attack their victims with razor-sharp claws that are a part of their body armor. These claws produce damage identical to that of a Vibro Blade.

- **Deep Ones** These aliens possess an internal ability to project compact spheres of electrical energy over great distances. This attack produces an electrical shock capable of causing serious injury or death.

- **Drones** The mindless resultant victims of Tentaculat attacks, Drones attack using only hand-to-hand combat. These attacks act as in the same manner as Vibro Blades.

- **Hallucinoids** These aliens use two types of attack. If the Hallucinoid is able to touch its target, it attacks using its tentacles, which freeze the victim. This attack produces the same amount of damage as the Thermal Tazer. From a distance, the Hallucinoid can project a blast of icy cold at its target, producing the same amount of damage as the Thermal Shok Launcher. However, unlike the Tazer and the Shok Launcher, the Hallucinoid's attacks kill rather than stun.

- **Lobster Men** These aliens are unique in that they have a built-in weapon in addition to having the ability to use conventional weapons. The claws of the Lobster Men can be used for attack, producing the same effects as a Thermic Lance.

- **Tentaculats** Tentaculats are equipped with a special Death Touch weapon. Rather than cause injury, this attack transmutes the Tentaculat's victim into a mindless Drone.

- **Triscenes** Triscenes, like several other alien terrorists, possess two means of attack. If the target is adjacent to the alien, the Triscene attacks with its teeth, producing the same damage as a Vibro Blade. At longer range, the alien fires a Sonic Cannon, which is mounted to the control harness on the creature's back.

- **Xarquids** The Xarquids have two combat abilities, one of which is a defense, the other a weapon. For defense, the alien releases a cloud of ink like that of an octopus. This acts like a Dye Grenade, obscuring the alien from view. The Xarquid attacks using an ionized particle blast, which results in the same effects as a Gauss Cannon.

Table 7-3 lists the specifics for all "built-in" alien weapons and attacks.

Table 7-3 Statistics for Alien Built-in Weapons and Close Combat Attacks

Attack Type	1	2	3	4	5	6	7	8
Calcinite (Claws)	80	—	—	—	—	—	—	100%
Deep Ones (Electric Blast)	100	50%	75%	110%	35%	30%	60%	—
Drones (Claws)	80	—	—	—	—	—	—	100%
Hallucinoid (Freezing Touch)	80	—	—	—	—	—	—	100%
Hallucinoid (Cold Blast)	120	—	70%	120%	—	50%	70%	—
Lobster Man (Claws)	110	—	—	—	—	—	—	100%
Tentaculat	Special*	—	—	—	—	—	—	100%
Triscene (Bite)	80	—	—	—	—	—	—	100%
Triscene (Energy Blast)	130	—	80%	115%	—	50%	80%	—
Xarquid (Particle Beam)	75	—	50%	90%	—	40%	80%	—

KEY

1=Damage Accuracy [2-4]
2=Auto
3=Snap
4=Aimed

Time Units to Fire [5-7]
5=Auto
6=Snap
7=Aimed

8=Close Combat Accuracy

Molecular Control Attacks

As stated earlier, all aliens come equipped with a molecular control implant that allows them to communicate with one another. Certain aliens can utilize these implants in an offensive capacity. When used for attack, the molecular control implant is difficult to avoid. It has no range limitation and doesn't even require the alien launching the attack to be within line-of-site of its target. There is no protection against these attacks, except for a naturally high molecular control strength.

When an X-COM aquanaut falls victim to a molecular control attack, one of two things may take place. First, the aquanaut may panic or go berserk, causing him to drop his weapons or to fire wildly in random directions. The other, more sinister result of a molecular control attack is that an aquanaut may be temporarily taken over by the aliens, then made to attack his or her own companions.

More information regarding the statistics and other specifics concerning molecular control attacks can be found in Chapter 10.

Chapter 8

Detecting and Intercepting Alien Submarines

One of the first duties X-COM is called upon to perform is the detection and interception of alien submarines. At the start of the game, alien sub activity is relatively light. However, in later stages of the game, alien submarines literally swarm over the entire planet on missions ranging from supplying alien colonies to invading port cities and terrorizing the citizens of Earth.

X-COM intercept subs are responsible for cutting off as many alien subs making their way to perform their nefarious missions as possible. If successful, the interceptors damage the alien sub, forcing it to crash headlong into the bottom of the sea, or the alien is blown out of the water completely before it can reach its destination.

This chapter walks you through this process–from the initial detection of the alien sub to its downing or destruction.

Detecting Alien Subs

Any X-COM base with a detection system of some sort installed can detect alien subs. Every 10 game minutes, each detection system makes one full sweep through its detection range. You can install either of two types of detection systems at an X-COM base: sonar (two varieties are available) and the Transmission Resolver.

Sonar detection systems are based on standard 20th century sonar technology, with the added feature of a satellite link providing the ability to track targets in flight over land. Each installed sonar system has a 5 percent chance of detecting

an alien sub within its range during each 10-minute period. (The effects of sonar are cumulative. If you have installed two sonar systems at your base, the chance of detection is 10 percent every 10 minutes. With three sonar systems, the chance is 15 percent, and so on.)

The Transmission Resolver is an advanced detection system developed from studying alien molecular control technology. This detection system taps into the aliens' molecular communications networks, receiving and translating all the messages broadcast between alien colonies and submarines. Its range is much greater than the best sonar system, and the system has a 100 percent chance of detecting any alien sub entering its range. With this 100 percent accuracy, you need install only one of these detection systems at a single base.

Alien sub detection is an automatic process. When one of your detection systems detects a sub, an Alien Sub Status window appears on the Geoscape screen (see Figure 8-1), identifying the sub that has been detected. The sub is identified by a numeric designation indicating the order in which it was detected. For example, the fifth alien sub to be detected in the game is designated Alien Sub-5. Listed below the numeric designation on the Alien Sub Status window are the sub's size, depth (or altitude), general heading, and speed. If detected with a Transmission Resolver, the Alien Sub Status window also lists the sub's type (Battleship, Dreadnought, etc . . .), destination, and mission, as well as the race of aliens controlling the sub.

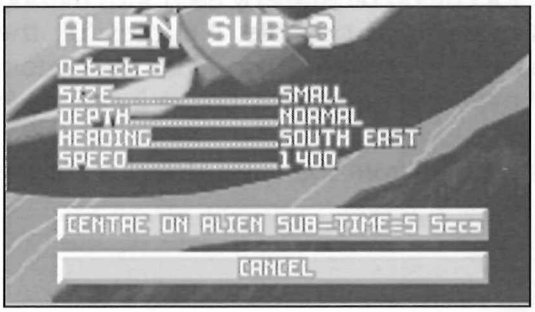


Figure 8-1.
Detecting an Alien Sub.

The Alien Sub Status window gives you two options:

- **Center on Sub–Time=5 Secs** This button centers the Geoscape view on the detected sub's position and sets the passage of game time to the slowest possible setting.
- **Cancel** This button closes the Alien Sub Status window, ignoring the sub and allowing game time to continue to pass at the currently chosen rate.

Alien subs are shown on the Geoscape map as a moving red +. The blip continues to show on the map until the sub moves out of the range of your detection systems.

Launching an Intercept Mission

Once notified of an alien sub's presence, you can begin to launch an intercept mission. Successful interceptions of alien subs are important in *Terror from the Deep*, especially early in the game. As discussed in Chapter 6, researching aliens and their technology is vital to your success in the game. Usually, intercepting alien subs is your only opportunity for contact with the aliens in the early stages of play. The successful interception of alien submarines leaves them disabled on the ocean floor, allowing you to send in a team of aquanauts to explore the wreck and gather alien weapons, artifacts, and corpses for your scientists to study.

When you detect an alien sub, center on the alien sub's position and slow the game time to five seconds (by clicking the appropriate button in the Alien Sub Status window). Then, click either on the nearest X-COM base to the alien's position or on the Intercept button on the Geoscape menu to open the Launch Interception window (see Figure 8-2).

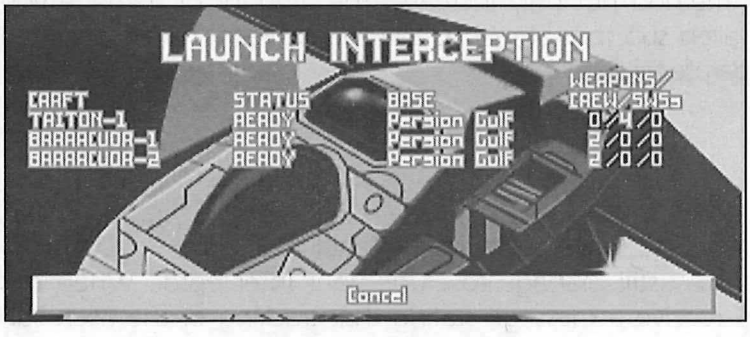


Figure 8-2.
The Launch Interception Window.

Listed in this window are X-COM submarines you may use to intercept the alien submarine. To choose an intercept sub, click on its name on the Launch Interception list. Normally, intercept missions are performed by any X-COM craft other than the Triton. Because the Triton is unarmed it is generally used only to transport aquanauts to the sites of assault missions. An exception to this rule is discussed later in this chapter.

Once you select an interceptor, you are prompted to select a target for the sub. To target the enemy sub you are tracking, click on its blip on the

Geoscape map. A message appears asking you to confirm your target selection. Confirm your choice by clicking OK.

Once you confirm the targeting choice, the intercept sub is automatically launched and begins to track the alien target. The intercept sub is shown on the Geoscape map as a yellow +. While the X-COM sub moves into position, you can continue to take care of other details of the game, or you can speed up time passage and wait for the interception to take place.

Intercepting With Multiple Submarines

A particularly large enemy craft may be too powerful for a single X-COM sub to intercept. This is often true when battling large and very large alien subs before you develop the Leviathan transport/interceptor. In these situations, you may want to launch multiple intercept submarines toward the same target.

You can launch as many as four intercept subs at a single target. Just launch each intercept sub as you normally would, selecting the same alien sub as the target. As each intercept sub engages the enemy, minimize the Sub Combat window). The intercept sub continues to follow the alien without engaging it in combat. Continue doing this until all interceptors arrive. Then, click each of the minimized Sub Combat icons, and give each interceptor combat orders normally.

This attack method not only increases the amount of damage you inflict on the alien sub, but also splits the alien's weapons fire between up to four separate targets.

Tracking Lost

Since most alien subs move considerably faster than early X-COM subs, the alien sub may still manage to elude your interceptor. When this happens, you receive a message stating that tracking of the alien sub has been lost.

The status window for your intercept sub then appears (see Figure 8-3), giving you several options:

- **Return to Base** Orders your intercept sub to immediately return to its base for refueling and rearming
- **Patrol** Orders your intercept sub to remain in its present position and watch for the reappearance of the alien sub

►**Go to Last Known Alien Sub Position**. Orders your intercept sub to proceed to the coordinates of the alien sub at the time it disappeared, while scanning for the alien with on-board sonar. If the alien is re-detected, the Alien Sub Status window for that sub re-appears. You can then proceed normally with the interception by redirecting your intercept sub to the alien's new position. If your intercept sub fails to re-detect the alien, the interceptor automatically begins to patrol the area as soon as it reaches the alienís last known coordinates. You can allow the interceptor to patrol the area or redirect the interceptor.

Figure 8-3.
The X-COM Sub Status Window.

Redirecting X-COM Subs

While in transit, you have the option of selecting a new target for your submarines. To redirect a sub, click the sub's blip on the Geoscape map. This brings up the X-COM Sub Status window (see Figure 8-4), which contains the options described in the previous section of this chapter. An additional command allows you to select a new target for your submarine.

Figure 8-4.
The X-COM Sub Status Window for Redirecting a Sub.

When you click the Select New Target button, you are prompted to select a target for the submarine, which you do the same way as when you launched the intercept mission. Simply click the new target, then confirm your choice when prompted. The submarine proceeds toward the new target.

Several situations may warrant your redirecting an X-COM sub. As described earlier in this chapter, when an alien sub advances beyond the range of your detection systems and tracking is lost, you can go to the alien's last known position. If the alien is re-detected, you must redirect your sub to the alien's new position. If the alien sub is not re-detected, you can redirect your submarine to a new target rather than remain on patrol looking for the original alien.

The redirect option is also useful when several active alien subs simultaneously occupy a small, confined area. In this situation, after your sub completes one interception, you can immediately redirect it to another alien target. Several alien subs can often be eliminated on a single intercept mission.

Finally, if an alien sub descends to a depth beyond your intercept sub's capabilities, pursuit is automatically broken off, and the intercept sub heads back toward its base. You can use the redirect command to re-target the original alien (in case it returns to an accessible depth) or to direct your intercept sub toward a new target.

Your intercept sub may sustain damage in combat. As long as it is not destroyed, the damaged sub can still conduct combat. When a damaged sub returns to its base, repairs automatically begin, removing the sub from service for a period of time.

If an intercept sub is damaged in combat and alien subs that need to be dealt with still occupy the area, use the redirect option to send the injured sub to intercept the other aliens. While risky when dealing with large alien subs, it works splendidly with alien subs that are not well armed. This tactic can enable you to perform several successful intercept missions with your damaged sub before it is removed from service for repairs.

Low on Fuel

When the alien sub you are intercepting is at extreme range or leads your intercept sub on a lengthy chase all over the world, your intercept sub may run low on fuel. The interceptor automatically tracks its fuel

supply. A message window appears to inform you when your fuel supply drops to a level that you have just enough fuel to return to base.

Subs that are low on fuel automatically return to their base.

Intercepting an Alien Sub in the Air

NEW

Occasionally, an X-COM intercept sub catches up with its alien target while both subs are airborne over a land mass. The weapons mounted on X-COM subs do not operate in a non-aquatic environment, so intercept subs cannot perform an interception while in the air.

In this situation, you can either return to your base, or continue on the current pursuit course and wait for the alien sub to re-enter the water so that your sub may engage the alien in combat.

Deep Water Interceptions

NEW

All alien submarines are capable of withstanding greater pressures than basic X-COM subs. Therefore, if an alien descends to an area beyond the depth-pressure capabilities of the pursuing X-COM sub, the interception is automatically aborted.

A message appears informing you that the interception has been aborted due to water depth. As soon as the pursuit has been aborted, the X-COM sub automatically heads back toward its base. If you prefer to continue pursuit of the alien sub in hopes that it may rise to a depth accessible to your interceptor, you can use the redirect command to re-target the alien sub.

Engaging the Enemy

Assuming the alien sub is not airborne, intercept combat begins as soon as the X-COM intercept sub reaches the alien's position. When the alien sub enters the maximum range of your intercept sub's weapons tracking systems, the Sub Combat window appears (see Figure 8-5 on page 198).

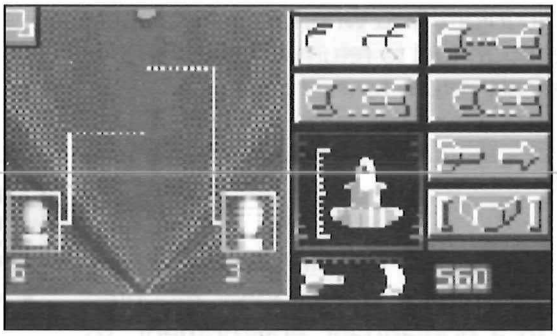


Figure 8-5.
The Sub Combat Window.

The Sub Combat window is divided into several sections. The left section depicts the intercept subís sonar tracking screen. Your sub's position appears at the bottom-center of the sonar tracking screen. The sweeping arc in front of the craft represents the system's detection range. The alien sub, which initially appears at the upper edge of the sonar tracking screen, is represented by a pulsing blip. The relative size of the blip corresponds to the size of the alien sub.

At the bottom of the sonar tracking screen, to the left and right of the sonar detection arc, appear icons representing the type of weapons systems installed on the X-COM sub. Listed below the icons are numbers representing the number of shots remaining for each weapon. The dotted lines extending from each weapon icon represent the maximum firing range for that weapon.

Directly to the right of the sonar tracking screen is the Craft Damage display. It shows a silhouette representing the type of X-COM sub you are using. A small gauge appears next to the silhouette, which indicates the amount of damage sustained by the interceptor. As the alien sub scores successful weapons hits on your sub, a portion of the silhouette turns red. The red portion grows with each successive hit. When the entire silhouette turns red, the intercept sub is destroyed.

Below the craft damage display is a small gauge with icons at each end. This is the range indicator. The icon on the left represents the X-COM interceptor; the icon on the right represents the alien sub. The number to the right of the gauge indicates the distance separating the two subs.

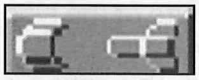
The actual units used to measure distance on the range gauge (appearing below the Craft Damage display) are a mystery. Based on the ranges given for the X-COM sub-mounted weapons, this distance can't be in kilometers... or can it? This range gauge accurately depicts alien weapon ranges. So, either

the range of the X-COM weapons is wrong–or the range of the alien sub weapons isn't supposed to be in kilometers.

Compare the number shown on this gauge with the weapon ranges listed for alien submarines later in this chapter to see if you are within the alien sub's field of fire.

A message display area appears at the bottom of the Sub Combat window. This displays messages concerning your sub's status, the alien sub's status, combat status, and damage to your sub.

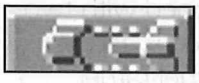
Combat controls for the X-COM sub occupy the remainder of the Sub Combat window. All of the sub's navigation is handled automatically, but you maintain full command of the sub's combat actions. The combat controls allow you to give your sub the following orders:



Standoff Instructs your sub to pursue the enemy sub at maximum range but to not engage in combat

Cautious Attack Instructs the intercept sub to close to the maximum firing distance of each weapon carried by the interceptor and open fire. If two weapons are installed having different maximum ranges, the intercept sub first closes to the maximum distance of the weapon with the longest range. When that weapon's ammunition is expended, the intercept sub then closes to the maximum range of the second weapon and continues the attack. (If both weapons carried have the same range, there is no difference between the Cautious and Standard attack.)

Standard Attack Instructs the intercept sub to close to the maximum firing distance of the shortest-range weapon carried and to begin firing all weapons. (If both weapons carried have the same range, there is no difference between the Standard and Cautious attack.)



Aggressive Attack Instructs the intercept sub to close to the minimum range of all weapons carried and to open fire with all weapons at the maximum possible rate.

Disengage Instructs the intercept sub to break off its attack and to return to base

View Alien Sub Replaces the Sub Combat window with a view of the alien sub being pursued. You may return to the Sub Combat window by clicking the left mouse button. (Combat continues while viewing the alien sub, so it is advised that you only use this option while in Standoff mode.)

A Minimize button is provided in the upper left corner of the Sub Combat window. This option allows you to close the Sub Combat window while your intercept sub remains engaged with the alien sub. While the Sub Combat window is minimized, it appears as an icon in the upper left of the Geoscape map. The icon shows a silhouette of the type of intercept sub, along with the sub's designation number.

You can use the minimize option only in Standoff mode. This option is useful when you want to follow an alien sub to its destination or to assign multiple X-COM subs to intercept a single alien sub. While the Sub Combat window is minimized, all functions of the game (bases, time controls, UFOpedia, etc.) are accessible.

Choosing an Intercept Sub

Table 8-1 (see page 201) lists all the X-COM submarines available in the game, along with their statistics. Each of these subs is described in detail in Chapter 4. Any of these submarines can be sent on intercept missions, but only four of them (the Barracuda, Hammerhead, Manta, and Leviathan) can carry weapons, making them the only true intercept subs.

As you can see from their statistics, some of these subs make better intercept subs than others.

The pros and cons of each intercept sub are as follows:

Barracuda

PROS: The first intercept sub to become available. Equipped with two weapon pods capable of carrying any type of sub-mounted weapon in the game. Readily available at all times. Uses standard fuel rather than Zrbite.

Table 8-1 X-COM Submarines

1	2	3	4	5	6	7	8	9	10
Triton	Transport	$500,000	790	2	1400	0	160	14	3
Barracuda	Interceptor	$600,000	2400	3	800	2	120	0	0
Hammerhead	Transport/ Interceptor	$600,000	4030	9	60	1	960	12	0
Manta	Interceptor	$400,000	4600	10	30	2	400	0	0
Leviathan	Transport/ Interceptor	$900,000	5800	9	50	2	1250	26	4

KEY

1=X-COM Flying Sub
2=Vehicle Type
3=Cost
4=Maximum Speed
5=Acceleration
6=Fuel Capacity
7=Weapon Pods
8=Damage Capacity
9=Cargo Space
10=SWS Capacity

CONS: The slowest of all the intercept subs, cannot keep up with larger alien subs. Extremely low damage capacity; even at maximum engagement range, can often be destroyed with a single shot from larger alien subs. Commands a high monthly rental fee for each craft.

Hammerhead

PROS: Is faster and can withstand far more damage than the Barracuda. Also capable of acting as a transport sub, as well as an interceptor. Constructed by your technicians, no monthly rental fee.

CONS: Equipped with only a single weapon pod, effectively reducing its firepower by 50 percent. Expensive in terms of time, work space, and special materials to build. Requires Zrbite for fuel. Due to its inability to carry SWSs, less effective than could be as transport sub.

(Continued on page 202)

(Continued from page 201)

Manta

PROS: The fastest intercept-only submarine in the X-COM fleet. Able to carry two sub-mounted weapon systems. Least expensive advanced submarine to construct. Built by your technicians, no monthly rental fee.

CONS: Although inexpensive compared with other advanced subs, requires a number of special materials to construct. High time and space requirements for manufacture. Though much better than a Barracuda, a single Manta cannot withstand a continued attack from the largest alien subs without reinforcements.

Leviathan

PROS: The fastest, most powerful X-COM sub in the game. Can match the speed of the fastest alien subs, and holds up admirably in combat even against an alien Dreadnought. Features two weapon pods. Can act as a high-capacity transport sub and as an intercept craft. Can withstand water of any depth. The only submarine that can transport X-COM troops to the final battle at T'leth. No monthly rental fee.

CONS: At a cost of nearly $1 million, plus the cost of special materials, it's tremendously expensive to construct. Requires the dedication of at least two Work Shops and more than 50 technicians to construct one craft in any reasonable amount of time. Although very difficult to destroy, the replacement cost can be a crushing financial blow if destroyed. Requires Zrbite for fuel.

When weighing the statistics of these subs against one another, it is difficult to decide which type of intercept sub to use in your fleet. The best solution is probably to operate a mixed fleet, made up of several different types of subs.

I have found that the best fleet is composed of the following sub types:

- **Barracudas** At least one per base. Adequate for most intercept work (except for the largest alien subs) when properly armed.

- **Triton** Usually, just one, at your main base. Adequate for all transport needs until the final mission.

- **Leviathan** One (possibly two, finances permitting). Used for interception of Battleships and Dreadnoughts late in the game and for transporting aquanauts to the final mission.

Again, this is only one of many possible strategies. Some players prefer to get rid of the basic subs as quickly as possible in favor of more advanced models. This is fine if you have plenty of Zrbite or are willing to constantly mount assaults on alien subs to gather more. Don't completely ignore the Barracuda and the Triton; they definitely have their uses.

Intercepting Alien Subs With the Triton

This tactic may seem foolish, but it is definitely a viable strategy.

Because the Triton is an unarmed sub, it cannot engage in combat. When you assign this sub to an intercept mission and the Triton reaches its designated target, the Sub Combat window appears as normal. Since the Triton cannot attack, leave the sub in Standoff mode and minimize the Sub Combat window. The Triton automatically begins to pursue the alien sub.

Increase the game time to one or to five minutes and follow the progress of the pursuit. Eventually, the alien sub touches down at its destination. When it does, the Triton, complete with its cargo of aquanauts and SWSs, is immediately ready to land at the alien's landing site. This enables you to mount an assault on the alien sub while it is still intact, which is much more profitable in terms of the artifacts and materials you recover from the sub.

Keep in mind that assaulting an alien sub that is intact can be far more difficult than assaulting a sub that has been downed by an intercept craft. All aliens on-board the alien sub are still alive in this situation, whereas some aliens are usually killed when the sub is downed by an interceptor.

Arming Intercept Subs

Table 8-2 (see page 204) lists all available sub-mounted weapons systems, along with all their statistics. Each weapon is described in detail in Chapter 4.

Table 8-2 Sub-Mounted Weapons

1	2	3	4	5	6	7	8
Craft Gas Cannon	$30,000	$1240*	15	8	25%	3	200
Ajax Launcher	$16,000	$3000	60	32	70%	17	6
D.U.P. Head Launcher	$17,000	$9000	110	50	80%	21	3
Gauss Cannon	$182,000	$200	90	20	35%	4	50
Sonic Oscillator	$226,000	—	150	55	50%	5	100
P.W.T. Cannon	$242,000	$28,000	200	60	100%	28	3

* Per 50 Rounds

KEY

1=Weapon
2=Cost
3=Ammo Cost
4=Damage
5=Range (kilometers)
6=Accuracy
7=Reload Time (seconds)
8=Maximum Rounds

The game begins with two Barracuda intercept subs stationed at your base, each armed with a Craft Gas Cannon and an Ajax Launcher. Any intercept subs subsequently purchased or built have no weapons installed when they arrive at your base.

To arm an intercept sub or to change the type of weapon mounted on the sub, click the Equip Submarine button on the Base Display. This displays a list of the craft stationed at your base. To choose a sub to arm, click on the craft's name. When you do, the Equip Submarine screen for that sub appears (see Figure 8-6).

Figure 8-6.
The Equip Submarine Screen.

The submarine type and designation number appear at the top of the Equip Submarine screen. Directly below this are indicators for the amount of damage sustained by the sub and for the amount of fuel currently in the sub's fuel tanks. A sub must have 0 percent damage and 100 percent fuel before you can launch it from the base.

In the center of the screen, below the damage and fuel status indicators, is an icon representing the submarine. To the left and right of the craft icon are icons representing the type of weapons mounted in each of the sub's weapon pods, as well as the name of the weapon, number of remaining shots, and the maximum number of rounds carried by each weapon. If no weapons are mounted, the word None appears above the empty weapon pod. (Because it has only one weapon pod, only one weapon icon is shown for the Hammerhead. The Triton, which cannot carry sub-mounted weapons, has no weapon icons.) If the submarine can also carry aquanauts and equipment, indicators for both appear below the weapons data. (See Chapter 10 for details on loading equipment and personnel aboard a submarine.)

The Equip Submarine screen also displays one or two numbered buttons (one per weapon). To mount a new weapon in a weapon pod or to change the existing weapon, click on the appropriate numbered button. This displays a menu of the different types of sub-mounted weapons systems currently stored at your base and the number of each available for use (see Figure 8-7).

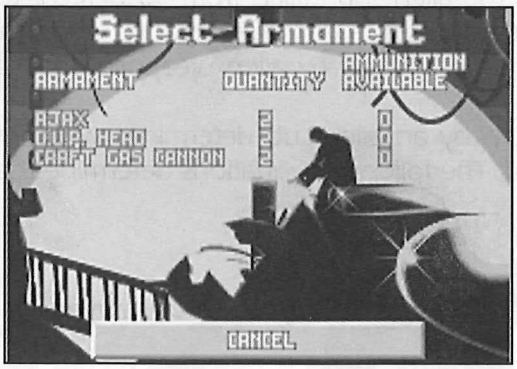


Figure 8-7.
Selecting a New Sub-mounted Weapon.

To choose a weapon from the list, click on its name. This instantly adds the selected weapon to the weapon pod, replacing any weapon previously mounted there. The replaced weapon is returned to storage for future use. As soon as the new weapon is mounted, loading of the weapon immediately commences. After you have finished re-arming your sub, exit the Equip Submarine screen by clicking OK.

Reloading Sub-Mounted Weapons

Assuming ammunition is available, sub-mounted weapons automatically reload when the submarine returns to its base. If insufficient ammunition is available to completely reload a weapon, a message to this affect appears on the Geoscope screen.

Unlike SWSs, submarines can still be used with one or more empty or partially re-loaded weapons.

Accuracy of Sub-Mounted Weapons

As with hand-held weapons, an accuracy rating is assigned to each sub-mounted weapon. This number, expressed as a percentage, indicates the base accuracy for the weapon. This accuracy rating is then modified by the proximity of the target and the size of the target. The closer and/or larger the target, the easier it is to hit.

How Damage is Calculated

When calculating the damage inflicted by X-COM weapons against alien subs, the game introduces a random factor that varies weapon damage. Each shot that successfully hits the alien sub inflicts from 50 percent to 100 percent of the weapon's total possible damage capacity. A similar calculation determines the damage inflicted by alien weapons against X-COM subs.

The amount of damage taken by an alien sub determines whether the sub is downed or destroyed. The following equations determine the fate of the target submarine:

Total Damage Received >/= Target's Damage Rating = Sub Destroyed

Total Damage Received = 51-99 percent of Target's Damage Rating = Sub Downed

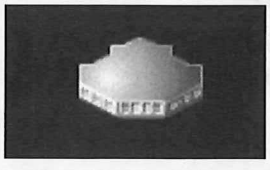
Each successful hit on the target increases the total damage received.

Alien Submarine Types

In order to successfully perform an intercept mission, it is helpful to know the type of enemy vessels you are up against. This section lists every type of alien submarine encountered in the game, along with a complete description of each.

The following information is listed for each alien submarine type:

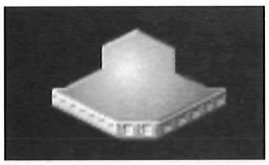
- **Size Class** The size of the alien sub, relative to other alien subs, as displayed on the Alien Sub Status screen when an alien sub is detected.
- **Damage Capacity** The amount of damage that can be sustained by the alien sub before it is destroyed.
- **Weapon Damage** The amount of damage the alien sub's weapon causes for each successful hit on an X-COM sub.
- **Weapon Range** The range (in kilometers) of the alien sub's weapon.
- **Maximum Speed** The maximum speed (in knots) of the alien sub.



SURVEY SHIP

Size Class	**Very Small**
Damage Capacity	**60**
Weapon Damage	**0**
Weapon Range	**0**
Maximum Speed	**2,000**

The Survey Ship is a small, one-operator submarine primarily used as a reconnaissance vessel. These subs are sent out in advance of larger submarines to survey the intended site of the larger vessel's mission. Despite its small size, the Survey Ship can withstand the pressure of even the deepest areas of the ocean. Unarmed, the Survey Ship is easily destroyed by any X-COM sub-mounted weapon. These subs seldom, if ever, touch down.



ESCORT

Size Class	**Small**
Damage Capacity	**300**
Weapon Damage	**30**
Weapon Range	**104**
Maximum Speed	**2,800**

The Escort is essentially a larger version of the Survey Ship. It performs the same functions as the Survey Ship–preceding larger alien submarines and examining the area of the large sub's intended mission. Unlike the Survey Ship, the Escort carries minimal armament, but its low-powered weapons pose only minimal threat to X-COM submarines. They are usually in motion when encountered and are seldom found touched-down on the ocean floor. However, they can withstand dives to any ocean depth.

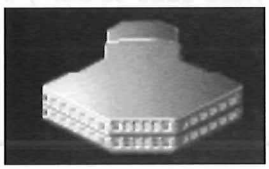
The Escort may carry a crew of up to nine aliens.

CRUISER

Size Class	**Small**
Damage Capacity	**300**
Weapon Damage	**25**
Weapon Range	**280**
Maximum Speed	**2,600**

The Cruiser is by far the most commonly encountered alien submarine. It is used in virtually every type of alien mission and is often found touched-down on the ocean floor. Like its two smaller companions, it can withstand the pressure at any ocean depth.

The Cruiser is a more sturdy craft than either the Survey Ship or the Escort, with increased weapons capacity and stronger hull plating. Although it usually poses minimal threat to a well-armed X-COM intercept sub, the Cruiser's crew of up to 10 aliens can pose a formidable challenge for a team of aquanauts assaulting the craft.



HEAVY CRUISER

Size Class	**Medium**
Damage Capacity	**450**
Weapon Damage	**60**
Weapon Range	**160**
Maximum Speed	**3,800**

The Heavy Cruiser improves on the basic Cruiser design in a number of ways, including a stronger hull and better than a third more speed than its smaller counterpart. The weapons power of the Heavy Cruiser more than doubles that of the standard Cruiser, but has less range. Water pressure at any depth is no obstacle for this submarine.

The Heavy Cruiser's crew of up to 21 aliens are sent out specifically to collect resources for use by the aliens. This sub is perhaps the least common type of alien submarine encountered.

HUNTER

Size Class	**Large**
Damage Capacity	**500**
Weapon Damage	**50**
Weapon Range	**144**
Maximum Speed	**4,500**

A much larger ship than the Heavy Cruiser, the Hunter features even higher speed and damage capacities. Though the damage inflicted by its weapons systems is twice that of the Cruiser, it has only half the range. The Hunter can operate at any water depth.

The Hunter is constructed not as a combat vessel, but as a harvesting vessel for missions involving the abduction of Earth life forms (including humans) for use in alien experiments. This vessel is equipped with an examination room for experiments. These on-board examination facilities are probably where human brains are removed for use in the hideous alien terrorists known as Bio-Drones.

Hunters may house a crew of up to 18 aliens.

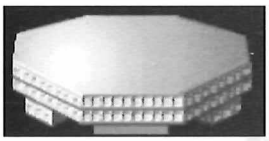
BATTLESHIP

Size Class	**Very Large**
Damage Capacity	**1,400**
Weapon Damage	**140**
Weapon Range	**400**
Maximum Speed	**4,200**

The Battleship is one of the most imposing alien submarines. Its speed can outrun every X-COM sub except for the Manta and the Leviathan. Its effective weapons range is more than that of the longest-ranged X-COM sub-mounted weapon. This sub's weapon range, combined with the awesome power of its armament, enables it to destroy an X-COM Barracuda with a single shot before the interceptor can even get close enough to fire.

Battleships can operate at any water depth. They are used for a wide variety of missions, from raids on X-COM bases to terror missions against civilians on land and at sea. The crew may consist of as many as 12 aliens, as well as a number of terrorists for extra support.

The Leviathan is the only X-COM submarine that can effectively take on a Battleship alone and win.



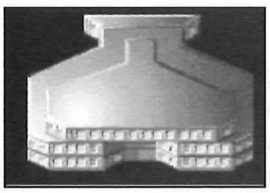
DREADNOUGHT

Size Class:	**Very Large**
Damage Capacity	**3,400**
Weapon Damage	**120**
Weapon Range	**480**
Maximum Speed	**4,800**

Possessing the same speed and more than twice the damage capacity of a Battleship, the Dreadnought represents the most difficult alien sub in the game to destroy or disable. Though its weapons power is slightly less that of a Battleship, the Dreadnought's slightly greater range compensates for this. Even with its lower-powered weapon, this sub can destroy a Barracuda with a single shot.

Like the Battleship, the Dreadnought is a multi-purpose vessel capable of operating at any depth, with the major difference being the Dreadnaught's increased cargo capacity. Designed primarily as a troop transport, this submarine carries a crew that can consist of as many as 13 aliens, in addition to a number of supporting terrorists.

The Dreadnought can only be dealt with effectively by the Leviathan interceptor in a one-on-one fight.



FLEET SUPPLY CRUISER

Size Class	**Large**
Damage Capacity	**2,000**
Weapon Damage	**70**
Weapon Range	**304**
Maximum Speed	**3,400**

The Fleet Supply Cruiser is designed specifically to aid in the construction and ongoing supply of alien colonies. These subs appear frequently just prior to the construction of an alien colony and on a regular basis in the area of the colony once it has been built. Designed as a cargo vessel rather than a combat sub, this craft is slower and has less weapons and damage capacity than its larger counterparts, the

Battleship and the Dreadnought. It can be dealt with successfully by any X-COM intercept sub, provided the combat is handled carefully.

Fleet Supply Cruisers are an excellent find, because they are filled with all sorts of alien artifacts and supplies that can be plundered by your aquanauts and sold for profit. The treasures aboard this sub are guarded by a crew of up to 21 aliens.

Table 8-3 lists each alien submarine type, along with its size class and complete statistics.

Table 8-3 Statistical Information for Alien Submarines

Alien Submarine Type	Size Class	Damage Capacity	Weapon Damage	Weapon Range	Maximum Speed
Survey Ship	Very Small	60	0	0	2000
Escort	Small	300	30	104	2800
Cruiser	Small	300	25	280	2600
Heavy Cruiser	Medium	450	60	160	3800
Hunter	Large	500	50	144	4500
Battleship	Very Large	1400	140	400	4200
Dreadnought	Very Large	3400	120	480	4800
Fleet Supply Cruiser	Large	2000	70	304	3400

Intercept Strategies

There is much to consider when trying to decide whether to use a cautious, standard, or aggressive attack to intercept an alien sub–the type of intercept sub being used, the size and type of alien submarine being intercepted, the type of weapons with which the interceptor is armed, and the ultimate goal of the interception.

1) Your Intercept Sub

The strengths and weaknesses of your intercept sub play a major role in how you execute an interception. Intercept subs that can take only minimal damage before being destroyed should remain at maximum range from small and medium alien subs. You should leave the interception of more powerful alien subs to more sturdy interceptors. (There

is one exception to this rule, as discussed in Enemy Strengths and Weaknesses (below).

2) Enemy Strengths and Weaknesses

The range and strength of an alien sub's weapons are of primary concern. You must make sure that your intercept sub can withstand an attack from the alien sub's weapons if the alien is lucky enough to score a hit. Large and very large alien subs can often destroy an X-COM intercept sub with a single shot at long range. You must ensure that you can successfully neutralize the alien sub before it can neutralize you.

The Fleet Supply Ship is the one large alien sub that violates the rules of common sense. It doesn't seem to be as aggressive as its other large counterparts. A Barracuda intercept sub can usually deal with one of these alien behemoths with little or no problem–provided your craft uses a long-range weapon with high damage capacity.

3) Weapon Type

Weaker weapons, such as the Craft Gas Cannon, are extremely inaccurate and require an aggressive attack in order to utilize them with any degree of accuracy. Moving in close to larger alien subs can lead to a quick death. Never use inaccurate weapons such as these on larger alien subs, unless you simply have no other choice.

When using more powerful and accurate weapons–such as the D.U.P. Head Torpedo, the Sonic Oscillator, and the P.W.T. Cannon–you have no need to close-in to aggressive attack range. A cautious or standard attack strategy produces the same results without undue risk to your interceptor.

The Sonic Oscillator is by far the best weapon available. Its long range and unlimited ammo more than make up for its somewhat low accuracy. The damage you can inflict with two of these weapons firing in tandem exceeds that of a single P.W.T. round. If you are tempted to bypass the Sonic Oscillator in favor of the P.W.T. Cannon, remember that every time you miss with the P.W.T., it costs you almost $30,000 dollars, as well as a significant fraction of the weapon's total damage potential.

4) Ultimate Goal of Your Intercept Mission

There are two ways to successfully end combat during an intercept mission: disable the alien sub and force it to crash, or destroy the alien altogether.

While an X-COM interceptor is unlikely to completely destroy any alien sub larger than a Cruiser, you must consider the goal of the intercept mission when dealing with small alien subs.

Early in the game, the artifacts, weapons, and alien corpses that can be retrieved from downed alien subs are very valuable and necessary to your advancement in the game. Most of the subs that appear early in the game are either Survey Ships, Escorts, or Cruisers. If you arm your intercept subs with the most powerful weapons available and attack these ships aggressively, you might destroy them. While this stops the aliens from completing their mission, it also impedes your research progress.

Its a good idea to arm one of your intercept subs with less powerful weapons and to dedicate it to the downing of smaller alien subs. Later in the game, after you have acquired all the materials you need, you can abandon this strategy and simply blow the smaller aliens out of the water.

Experience: The Best Teacher

The best way to develop an effective intercept strategy is to experiment. Try different combinations of weapons and even different types of intercept subs. Try different levels of attack against the various alien subs to see what works best in various situations. Use the facts presented in this chapter as the basis for your strategies, and you should do fine.

Effects of Successful Interceptions

Successful interception of alien submarines provides numerous benefits. First, it a halts the alien sub's assigned mission before it can begin Secondly, a downed alien sub provides a good source of alien artifacts and weapons that can be studied by X-COM scientists and used to your advantage in the game. Finally, successful interceptions, whether the alien sub is downed or destroyed, increase your score and make the funding organizations of the world more generous with their money.

Unfortunately, interception may yield other effects that can bring positive or negative results. Although X-COM activity may have no direct

affect on alien activity, when a series of successful interceptions take place within a certain region, the aliens may react in one of the following ways:

- **Retreat** So impressed with the awesome might of X-COM, the aliens may cease and desist the type of mission they were performing (for example, supply, terror) for awhile on a world-wide basis. This decreases the alien's score and increases X-COM's standing with the funding organizations.

- **Relocate** Realizing that X-COM can't be everywhere at once, the aliens may cease their operations in the part of the world where the interceptions took place, but move their missions elsewhere. This doesn't affect the alien's score, but it does increase X-COM's prestige in the area the aliens have vacated.

- **Retaliate** If sufficiently annoyed at the high level of X-COM activity in a certain area, the aliens may launch a retaliatory operation against X-COM. Alien activity in the region increases dramatically, and the aliens begin to actively search for X-COM bases near the site of the interceptions. The chance of this, the most aggressive response to intercept missions, happening varies with the level of game difficulty as follows:

Beginner	4 percent
Experienced	8 percent
Veteran	12 percent
Genius	16 percent
Superhuman	20 percent

Chapter 9

Aquanauts and Movement

Although the tracking of alien activity and researching new technologies are vital portions of the game, you spend most of your playing time dealing with equipping your aquanauts for battle and waging war against alien forces on the Battlescape.

This chapter first tells you everything you need to know about X-COM aquanauts, and then explains the mechanics and methods of movement on the Battlescape.

Aquanauts

X-COM aquanauts comprise the backbone of the entire operation. Without them, the scientists and technicians have nothing to do, and every X-COM base, civilian port, and shipping line becomes ripe for alien plunder. This section closely examines the role and function of aquanauts, the fighting force of X-COM.

Recruiting Aquanauts

The game begins with a minimal force of eight aquanauts assigned to your first base. This is fine for starters, but more aquanauts are soon needed to support existing forces and to replace the unfortunate souls who fall in battle.

You recruit aquanauts in the same way you purchase weapons and equipment. On the Base Display, click the Purchase/Recruit button to open the Purchase/Hire Personnel screen, which lists all items available for purchase. The first entry on the

list is "Aquanaut." To recruit aquanauts, simply click the ↑ on the Aquanaut line repeatedly until you reach the total number of aquanauts you wish to recruit. If you want to decrease the number, click the ↓. When you have designated the number of aquanauts you wish to recruit, click the OK button to start the recruiting process. The new aquanauts arrive at your base in approximately three days.

Each of the Living Quarters pod at your base holds up to 50 people. If the number of aquanauts you attempt to recruit exceeds the available living space at your base, a message to this effect appears. When this happens, you must either recruit a smaller number of aquanauts, sack or transfer existing personnel, or construct a new Living Quarters pod to house additional personnel.

When the aquanauts arrive at your base, a message window notifying you of this event appears. The window lists the names of the new aquanauts and gives you the opportunity to slow game time passage to five seconds to allow you time to assign duties to the new personnel. The newly arrived aquanauts are automatically added to the base's personnel roster and begin drawing a salary the following month. Each new aquanaut costs $40,000 to recruit and receives a monthly salary of $20,000.

Transferring Aquanauts

In addition to recruiting new personnel, you can also transfer aquanauts to and from other X-COM bases, as needed. To transfer an aquanaut, click the Transfer button on the Base Display. Select the name of the transfer-to base. When the equipment list for the current base appears, the names of the aquanauts stationed at the base are mixed in among the other items. Find each person you want to transfer, and click the up-arrow button on the appropriate line in order to select him or her. Once all aquanauts have been selected, click the Transfer button. Confirm the transfer by clicking the OK button. The transfer process for aquanauts takes approximately half a day.

Aquanaut Statistics

All aquanauts stationed at an X-COM base appear on the Aquanaut Roster for that base. To view the roster, click the Aquanauts button on the Base Display. The roster lists each aquanaut's name, rank, and the name of the transport sub to which he or she is assigned.

Each aquanaut possesses a unique set of characteristics that determine the aquanaut's movement rate and combat abilities. To access the statistics for an aquanaut, click the aquanaut's name on the roster screen. This brings up the Aquanaut Statistics screen (see Figure 9-1). This screen displays all the vital characteristics determining the aquanaut's performance and personality.

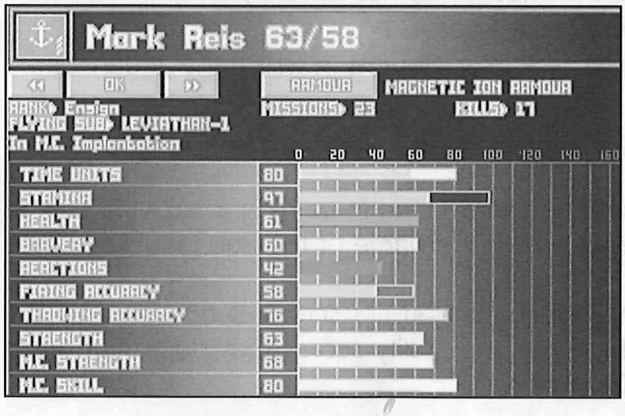


Figure 9-1.
The Aquanaut Statistics Screen.

The aquanaut's rank insignia appears in the upper left corner of the screen, to the left of his or her name. The name given to each aquanaut is randomly chosen by the game, but you may change the name if you wish. To do so, click inside the name box, which causes a cursor to appear to the right of the name. Tap the backspace key repeatedly until the computer-assigned name has been erased, type in the new name, and press the Enter key.

Rename your aquanauts, including some sort of code within each name to indicate the aquanaut's ability score. For example, after entering the name, type the statistics for the aquanaut's strength and firing accuracy. (Example: Dave Ellis 47/72) This naming convention lets you determine your aquanauts' general ability level without having to constantly check his or her statistics.

Four control buttons appear below the aquanaut's name and rank. The → and ← allow you to scroll through the Aquanaut Statistics screens for all the aquanauts stationed at the base without returning to the roster screen. The Armor button allows you to choose the type of armor

you want your aquanaut to wear. The OK button returns you to the roster screen.

Below these controls, the following information is displayed:

- **Rank** The aquanaut's military rank
- **Flying Sub** The name of the transport sub to which the aquanaut has been assigned. (If the aquanaut is not currently assigned to a transport sub, the word None appears.)
- **Missions** The number of assault missions in which the aquanaut has participated
- **Kills** The number of aliens the aquanaut has personally killed

If the aquanaut is currently participating in training at an M.C. Lab, In M.C. Implantation appears below the name of the aquanaut's assigned transport sub.

The remainder of the Aquanaut Statistics screen is occupied by the aquanaut's statistics. These are the ability scores that determine each aquanaut's combat performance.

Time Units

This statistic shows the number of game Time Units available to an aquanaut at the start of each turn during a battle. The number of Time Units (or TUs) is generally constant but can be adversely affected by carrying too much weight.

The number of TUs available to an aquanaut increases as the aquanaut gains battle experience.

Stamina

The total amount of Energy an aquanaut can possess. Stamina indicates the maximum amount of Energy allotted an aquanaut at the start of a battle. Energy differs from TUs in that it decreases over the course of a battle as the aquanaut performs actions.

An aquanaut regains Energy by resting. Energy can increase up to the number of points in the aquanaut's Stamina rating.

A more complete explanation of the Energy statistic and how it differs from Stamina is found later in this chapter.

Health

This statistic represents the aquanaut's level of Health. The Health rating decreases as the aquanaut sustains damage from alien attacks or friendly fire. When the aquanaut's Health is decreased to zero, he or she dies.

Fatal wounds received during combat decrease an aquanaut's Health by one point per wound each turn.

Bravery

Bravery determines how well or poorly an aquanaut reacts in the face of danger. The higher an aquanaut's Bravery, the higher his or her Morale rating (Morale is explained in more detail later in this chapter). Aquanauts with a high bravery statistic show little reduction in Morale during adverse combat conditions, and, therefore, remain calm and functional even when the battle turns against X-COM. Aquanauts with low bravery lose Morale quickly in adverse situations and are, therefore, more likely to panic or go berserk.

Reactions

This statistic determines how quickly an aquanaut reacts to changing situations during combat. For game purposes, the reactions statistic determines the aquanaut's ability to perform opportunity fire (the ability to independently fire one or more shots during the alien movement phase).

Aquanauts with a high Reactions statistic are more likely to perform opportunity fire when they have enough TUs. Those with low reactions seldom, if ever, perform opportunity fire.

Firing Accuracy

Firing accuracy represents the aquanaut's ability to fire ranged weapons, such as pistols and rifles. When combined with the accuracy rating of the weapon being fired, Firing Accuracy determines the aquanaut's base percentage chance of hitting a target. (The formula and modifiers for determining the chance to hit with ranged weapons is covered in Chapter 10.)

Firing accuracy increases as the aquanaut gains experience using ranged weapons in combat.

Throwing Accuracy

This statistic represents the aquanaut's ability to accurately throw an object or weapon (such as a grenade). Unlike Firing Accuracy, the Throwing Accuracy statistic is actually the aquanaut's base percentage chance to hit a target with a thrown object. (The modifiers which apply to Throwing Accuracy are covered in Chapter 10.)

Like Firing Accuracy, Throwing Accuracy increases as the aquanaut gains experience in the use of thrown weapons.

Strength

An aquanaut's Strength determines how much weight he or she may carry and how far the aquanaut can throw an object.

An aquanaut may carry up to his or her strength in weapons and equipment without receiving any movement penalties. Penalties are incurred for each point of weight carried exceeding his or her strength.

M.C. Strength

This statistic does not appear on the Aquanaut Statistics screen until the aquanaut has entered molecular control training in an X-COM M.C. Lab.

M.C. Strength measures an aquanaut's natural ability to resist molecular control-based attacks by aliens. Aquanauts with a high M.C. Strength are less likely to fall victim to alien-induced panic or molecular control. Aquanauts with a low M.C. Strength are highly susceptible to such attacks. (Molecular control attacks and defenses are covered in Chapter 10.) M.C. Strength is also factored into an aquanaut's ability to launch molecular control attacks.

This statistic cannot be increased through experience. The aquanaut remains at his or her original M.C. Strength throughout the entire game.

M.C. Skill

Like M.C. Strength, this statistic does not appear on the Aquanaut Statistics screen until the aquanaut completes molecular control training.

Through training in an M.C. Lab, aquanauts learn to use their molecular control implants in combat. With the aid of an M.C. Disruptor, an aquanaut can launch panic and molecular control attacks against aliens. Combining M.C. skill and with M.C. Strength determines an aquanaut's M.C. combat strength. (Formulas governing molecular control combat and defense are covered in Chapter 10.)

M.C. Skill increases over time as the aquanaut continues molecular control training.

Interpreting the Statistics

Each of the aquanaut's statistics is shown on the Aquanaut Statistics screen as both a numeric value and a bar graph. The numeric value represents the optimum level of each statistic when the aquanaut is in perfect Health and completely rested.

The bar graph shows two different sets of data. The outline of the graph line shows the optimum level of each statistic. This information matches the number displayed to the left of the graph line. The solid bar inside the graph line shows each statistic's current level. This value may change due to injury or fatigue.

An example of how to read the bar graph is shown in Figure 9-2, which depicts an aquanaut's Stamina statistic. The numeric value and the outline of the bar graph show that this aquanaut normally has a Stamina rating of 97. However, since he has just returned from a mission, he suffers from fatigue. Therefore, the solid portion of the bar graph shows his current Stamina rating to be just below 70.

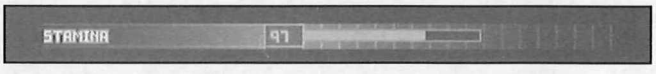


Figure 9-2. Interpreting Aquanaut Statistics.

Improvement of Aquanaut Statistics

As mentioned previously, certain aquanaut statistics may improve as a result of battle experience. Based on an aquanaut's performance and actions during an assault mission, one or more of the following statistics may be improved:

- **Firing/Throwing Accuracy** May increase if the aquanaut uses these skills during the battle
- **Reactions** May improve if the aquanaut performs opportunity fire during combat
- **Bravery** May increase if the aquanaut's Morale rating falls below 50 and the aquanaut doesn't panic
- **M.C. Skill** May increase if the aquanaut attempts to use molecular control combat during a mission. An increase in skill is more likely if the attack is successful. M.C. Skill is also improved as a result of ongoing training in an M.C. Lab.

If an aquanaut's rating in any of the aforementioned skills increases, one or more of the following statistics may also increase:

- **Time Units**
- **Health**
- **Stamina**
- **Strength**

The amount of skill level increase is randomly determined. Because of certain random factors, an aquanaut may not receive a skill increase after every assault mission, despite the fact that he or she may have utilized some or all of the skills described.

The "Average" Aquanaut

Just as in real life, the people you recruit to serve as aquanauts in *Terror from the Deep* are unique individuals. As such, each one is endowed with different levels of combat skills. It is helpful to know the level of performance you can expect from the average aquanaut.

Table 9-1 shows the possible range of ability scores for newly recruited aquanauts.

Table 9-1 Possible Skill Range for Newly Recruited Aquanauts

Aquanaut Statistics	Skill Range
Time Units	50 to 60
Stamina	40 to 70
Health	25 to 40
Bravery	10 to 60
Reactions	30 to 60
Firing Accuracy	40 to 70
Throwing Accuracy	50 to 80

You can use the statistics provided in this table to compare your new recruits to the possible range of ability scores in each area and to see how your current aquanauts measure up. Aquanauts whose ability scores tend toward the high end in most or all characteristics are valuable additions to your roster. Those with abilities at the low end of the spectrum can quickly become an expensive liability.

Sort through your aquanauts each time you recruit a new batch to find ones whose ratings aren't quite up to par. Before you decide who is good and who is worthless, make sure you examine every statistic and

weigh them collectively. An aquanaut with a puny strength may very well be your best marksman; he just can't carry as much or throw things as far. By the same token, an aquanaut with a super-high Firing Accuracy is absolutely worthless if his super-low Bravery causes him to panic and drop his weapon every time the battle turns against him.

You essentially have two options for the disposing of below-average aquanauts. The most obvious is to immediately sack them and to recruit a replacement in hopes of getting a person with better stats. This may seem like a waste of money but think of the waste in monthly salary payments involved in keeping this useless person on your roster. Even more disastrous is the possibility of the sub-average aquanaut panicking or falling under alien control at a critical point during a combat mission, inadvertently causing the deaths of other, more useful aquanauts.

The other thing you can do with below-average recruits is to add them to your assault squad and use them as "cannon-fodder." These less-than-perfect aquanauts can act as your point men, going ahead of more experienced or more valuable members of the team to search for hidden aliens. If the aliens surprise and kill the sub-average guys, you've accomplished several objectives. You know where the aliens are hidden; your experienced aquanauts are still alive; and you no longer pay a salary to substandard aquanauts. Hey, it may seem cold blooded, but it works.

Armor

One set of vital statistics not displayed on the Aquanaut Statistics screen is the amount of armor protection possessed each aquanaut possesses. This screen does show the type of armor currently worn by the aquanaut, but not its statistics. (However, armor stats are displayed on the Unit Data screen accessed from the Battlescape Control Bar, as described later in this chapter.)

At the start of the game, no technology exists for constructing body armor that can operate in both dry and aquatic environments. The armor used in the First Alien War depended on technology based on Elerium-115, which is unavailable in 2040, and alien alloys, which were found to dissolve in salt water. Therefore, your scientists must conduct the proper research that eventually enables X-COM technicians to construct armor needed in the current conflict.

The technology required to build armor in *Terror from the Deep* is difficult to attain. It requires the acquisition and study of both the corpse of a Deep One terrorist and alien Aqua Plastics. Once both of these topics have been successfully researched, you may begin building Plastic Aqua Armor, the most basic kind of personal armor for your aquanauts.

Table 9-2 shows the types of armor available in the game, along with the amount of protection they provide for your aquanauts.

Table 9-2 Types of X-COM Armor

Armor Type	Cost	Front Armor	Left Armor	Right Armor	Rear Armor	Under Armor
None	—	12	8	8	5	2
Plastic Aqua Armor	$22,000	60	35	35	30	25
Ion Armor	$42,000	132	70	70	100	55
Magnetic Ion Armor	$58,000	142	80	80	110	65

The way armor works is simple. When an aquanaut receives damage, the amount of armor protection he or she is wearing is subtracted from the amount of damaged received. The remainder of the damage is deducted from the aquanaut's Health rating. For example, an aquanaut wearing Plastic Aqua Armor takes a hit to the front of his armor from a Sonic Pistol. Damage from the Sonic Pistol is worth 80 points. Sixty points of the weapon's damage is stopped by the aquanaut's armor, and the remaining 20 points is subtracted from the aquanaut's Health.

After you complete research and construction of some form of armor, you can equip your aquanauts with armor by clicking the Armor button on the Aquanaut Statistics screen. This brings up a menu listing the types of armor stored at your base and the available quantity of each type. To choose a suit of armor for the aquanaut, click the armor type. Then return to the Aquanaut Statistics screen–the name of the armor chosen now appears below the aquanaut's name.

In addition to offering general damage protection, armor offers extra resistance against certain forms of ammunition and certain methods of attack. This reduces the damage inflicted by these attacks by a certain percentage. Table 9-3 shows the resistance provided by armor against each form of attack and ammunition in the game.

Each attack or ammunition type is represented on the table by a number, as follows:

1. Armor Piercing (AP)
2. Phosphor and Fire Damage
3. High Explosive (HE)
4. Gauss
5. Sonic
6. Thermal Tazer and Thermal Shok Launcher
7. Blade (Vibro Blade, Thermic Lance, and Heavy T.L.)
8. Electric Shock (fired by Deep Ones)

Table 9-3 Damage Modifiers for X-COM Armor

	1	2	3	4	5	6	7	8
No Armor	100	100	100	100	100	100	160	150
Plastic Aqua Armor	90	80	100	80	100	100	120	110
Ion Armor	80	0	80	70	90	100	110	100
Magnetic Ion Armor	80	0	80	70	90	100	110	100

Despite the difficulty involved in its research, armor is a necessary for your success. Even Plastic Aqua Armor, the least effective form of armor available, provides much more protection than wearing no armor at all.

Rank

The ranking system for aquanauts in *Terror from the Deep* differs from that of any present-day military branch in both the ranks themselves and the promotion structure.

Advancement in rank is partially based on an aquanaut's performance but is primarily based on the number of X-COM aquanauts in service worldwide. Rank advancements are determined at the end of each assault mission, regardless of whether the mission was a success or a failure.

The following rank insignias and ranks are used in *Terror from the Deep*, presented in order from lowest to highest rank, along with a brief description of the requirements for achieving each rank:

SEAMAN

The lowest rank in the organization. Every new aquanaut starts at this level.

ABLE SEAMAN

After gaining any level of combat experience, each Seaman is promoted to this rank. To be promoted to this rank, an aquanaut must actually enter combat. His or her presence at the site of an assault mission doesn't count as experience unless the aquanaut is an active combat participant.

ENSIGN

The most experienced Able Seaman is promoted to this rank when an Ensign position becomes vacant due to death or promotion. There is one Ensign for every five aquanauts in service worldwide.

LIEUTENANT

The most experienced Ensign is promoted to this rank when the position becomes vacant due to death or promotion. There is one Lieutenant for every 11 aquanauts in service worldwide.

COMMANDER

The most experienced Lieutenant is promoted to this rank when the position becomes vacant due to death or promotion. There is one Commander for every 23 aquanauts in service worldwide.

CAPTAIN

The Captain is the commander-in-chief of X-COM forces worldwide. Only one aquanaut can hold this rank at any given time. When there are a total of at least 30 aquanauts in service worldwide, the most experienced Commander is promoted to the position of Captain.

As you can see by the system of promotions, aquanaut rank has much less to do with individual experience than it does with the number of aquanauts on active duty. In fact, an aquanaut needs only to have one combat mission under his or her belt in order to be promoted.

For example, if you recruit 22 aquanauts at the start of the game (total of 30 active) and send each of them out on a single combat mission, every one of them receives a promotion from Seaman to Able Seaman. Each time you complete a mission, promotions are reassessed. In no time at all, you can conceivably have a Captain, a Commander, two Lieutenants, six Ensigns and 21 Able Seamen, none of whom have more than a single mission worth of experience!

Of course, that situation seldom occurs. Generally speaking, the stronger aquanauts tend to last longer and are thus promoted to higher ranks as their combat skills continue to grow. New aquanauts are constantly recruited to replace the less fortunate who fall during combat, adding to the number of aquanauts and moving the more experienced to higher ranks. Just remember the example, and never assume that your highest ranking officers are always the best aquanauts available.

The Effects of Rank

The ranks of X-COM aquanauts are not just for show; they have a real effect during battle. If high-ranking officers accompany an assault mission, they improve the Morale of lower-ranking aquanauts, making them less likely to panic or go berserk in a crisis. If you have a decent sized pool of officers, it is always wise to take at least one of them along on every mission.

There is, unfortunately, a down-side to this situation. Every time an aquanaut is killed, the Morale level of the other aquanauts in the squad goes down. When an X-COM officer is killed, the effects of Morale loss on lower-ranking troops is even greater.

The percentage increase of Morale loss suffered for each officer rank is shown below:

- **Ensign** 20 percent
- **Lieutenant** 30 percent
- **Commander** 50 percent
- **Captain** 75 percent

For example, let's say your aquanauts lose 10 points of Morale when a Seaman or Able Seaman is killed by aliens. They would lose 12 points of Morale when an Ensign dies, 13 points when a Lieutenant dies, 15 points when a Commander dies, and 18 points (rounded up from 17.5) when a Captain dies.

These penalties apply only to aquanauts whose rank is below that of the officer killed. In an assault squad consisting of 10 Lieutenants and a Commander, neither the Commander nor the other Lieutenants receive the additional 30 percent Morale loss for each Lieutenant killed. However, the Lieutenants receive an additional 50 percent Morale loss if the Commander were killed.

Because of the potential loss of Morale, you should ensure your lower-ranking aquanauts protect the officers. If kept safe, the presence of officers on an assault mission is invaluable to the squad's Morale.

Movement

Most of your time during assault missions involves the movement of your aquanauts as your squad searches for hidden aliens and explores the area. In order to conduct movement efficiently, you must first understand the mechanics of the movement interface and the rules governing movement.

The 3-D Battlescape

All movement and combat in *Terror from the Deep* takes place in a 3-D environment known as the Battlescape. The Battlescape view consists of a multi-level, 3-D map with a set of buttons and status indicators across the bottom of the screen that allow you to control certain aspects of the game (see Figure 9-3).

Figure 9-3.
The Battlescape Screen.

The Battlescape map is a true 3-D environment, consisting of up to four levels. These levels, approximately the height of an aquanaut or slightly taller, are numbered zero through three (from the ground level up). Most assault missions start with your aquanauts and SWSs on level zero (0) of the Battlescape.

Time on the Battlescape

While on the Geoscape screen, *Terror from the Deep* more or less runs in "real time." Although you have some control of the speed at which

game-time passes, a chronometer counts seconds, minutes, hours, days, etc. When you perform tasks on the Base Display, game-time is frozen until you return to the Geoscape, no matter how long you remain there.

In Battlescape, things work a bit differently. Time passage on the Geoscape is frozen, but actions on the Battlescape proceed in a turn-based manner. A turn-based system means that you are first given the opportunity to perform all movement and combat for X-COM troops. When you are done, the aliens have their turn. Turns then alternate back and forth until the battle is complete.

X-COM always gets the first move.

The Active Unit

X-COM aquanauts, SWSs, and aliens under X-COM molecular control, are referred to in this book as "units." Each unit is moved individually, one at a time, until all units have been moved and you choose to end the X-COM movement phase.

When the X-COM movement phase begins, one of your units is automatically selected. The active unit is indicated by a flashing yellow arrow that appears directly above the unit's position. To switch between units, you can either center the cursor on the next unit you wish to activate and click, or you can use the Select Next Aquanaut controls on the Battlescape Control Bar.

The Movement Cursor

On the 3-D Battlescape view, the mouse cursor changes from an arrow to a red, rectangular, wire-framed, 3-D box. This box is usually just slightly larger than one of your aquanauts. If the active unit is an SWS or a large alien under X-COM molecular control, the cursor consists of four of these boxes.

When the cursor appears over an alien or any X-COM unit, it will flash yellow.

Moving X-COM Units

The Battlescape is divided a grid of squares. Each of these squares represents one "space" of movement. Most Battlescape grids measure 50 squares. left to right, and 55 squares, top to bottom.

Although in most cases the individual squares of the Battlescape are invisible, all movement is based on the spaces defined by the grid. Units may move both laterally and diagonally across the grid. They may also move up and down (from top to bottom) between the four levels of the Battlescape. Even if a unit is airborne or floating above the ocean floor, its movement is governed by the same grid system. Units cannot move beyond the defined borders of the Battlescape.

To move a unit on the Battlescape, activate the unit as described above. Once the unit is active, move the cursor to the desired destination and click. The unit moves toward the destination, usually taking the shortest path possible. If the unit encounters an obstacle it cannot move through, the unit detours around the object and continues on its way toward its destination.

Several things can prevent a unit from properly completing its movement:

- If the chosen destination is not in the unit's line of sight (around a corner, for instance), the unit may not respond when you click the destination square. (Line of sight is explained fully in Chapter 10.)
- If an obstacle (usually an alien or a civilian) is hidden somewhere between the unit and its destination, the unit does not respond when the destination square is clicked.
- If the unit is out of Time Units or Energy, or has reserved its remaining TUs to perform some combat action, the unit does not respond when the destination square is clicked, and a message appears in the Aquanaut Data box explaining the reason.

Assuming that none of these conditions exist, the unit executes its movement in the direction of the destination square you have chosen. The unit stops moving when one of the following conditions exist:

- The unit reaches the chosen destination.
- The unit runs out of Time Units or Energy. A message is displayed in the Aquanaut Data box when this occurs.
- The unit reaches the minimum number of Time Units reserved for combat actions. A message appears in the Aquanaut Data box to inform you of this.
- The unit is fired upon by an unseen alien.
- The unit spots a previously unseen alien.

A unit may turn in place without moving by placing the cursor on the Battlescape in the direction you want the unit to turn and clicking the right mouse button.

Time Unit Costs for Common Actions

At the start of each turn, each X-COM and alien unit has a fixed number of Time Units that are expended to perform any actions the unit performs. Every action a unit performs, from turning to face in a different direction to loading a weapon, requires the unit to use a certain number of TUs. Table 9-4 shows the number of TUs required to perform most common actions in the game.

Table 9-4 Time Unit (TU) Cost for Common Actions

Movement Type/Action	TU's
Crouch	4
Stand up from crouch	6
Load weapon	15
Drop Object (from hand)*	2
Pick up Object (in hand)*	8
Transfer object from hand to back pack	14
Transfer object from back pack to hand	8
Transfer object from hand to belt	8
Transfer object from belt to hand	4
Transfer object from hand to shoulder	10
Transfer object from shoulder to hand	3
Transfer object from hand to leg	8
Transfer object from leg to hand	4
Transfer object from back pack to belt	12
Transfer object from belt to back pack	16
Transfer object between belt and leg	10
Transfer object from belt to shoulder	12
Transfer object from shoulder to belt	10
Throw Item **	25%

*Picking up an object and placing it anywhere but your hand costs as picking up and transferring the object. The same is true when dropping an object.

**Throwing an item costs 25% of the aquanaut's base number of TUs

The Effects of Terrain

While many actions, like those shown in Table 9-4 (see page 231), require the unit to expend a fixed number or percentage of TUs each time they are performed, movement is a special case.

Combat in *Terror from the Deep* takes place in a wide variety of environments and landscapes. Aquanauts must move and fight in every type of terrain imaginable, from the man-made corridors of an X-COM base to the rugged hills and valleys of the ocean floor. The amount of TUs expended by a unit moving across the Battlescape depends on the type of surface on which it moves and the contours of the terrain. More TUs are also expended when moving diagonally, due to the greater distance traveled.

Table 9-5 shows the movement costs for most of the terrain types found in the game.

Table 9-5 Typical Time Unit (TU) Costs for Movement in Various Terrain Types

Movement Type/Action	TU Cost Straight	TU Cost Diagonal
Turn one facing (45-degrees)	1	N/A
Move one space (normal terrain)	4	6
Move one space (tall grass/seaweed)	6	8
Move one space (uphill)	8	10
Move one space on top of a hill (even if hill is flat on top)	8	10
Move one space downhill	6	9
Step onto small rock	10	15
Step into "brain coral" (purple coral)	8	12
Step into tall brown seaweed	8	12
Climb/descend (one space) on flat, gray rock formations	5	9
Walk on flat, gray rock formations (one space)	5	10
Step into green seaweed clump	16	24
Step onto brown rock rubble	9	15
Walk on "destroyed" hill (one space)	6	8

The type of terrain affects not only the number of TUs expended by the unit, but also the rate at which the unit expends Energy. When an aquanaut is moving through thick seaweed or climbing a steep ridge, the aquanaut expends his or her Energy much more quickly than when moving over flat terrain.

Though Table 9-5 covers a wide variety of terrain conditions, different terrain conditions may be combined or "stacked" in a single square of the Battlescape. For example, a square that slopes uphill may also be covered with tall grass. As a result, when an aquanaut enters that square, he or she expends the number of TUs required to move one square uphill plus the number of TUs to move through one square of tall grass.

In underwater scenarios, an undersea hill or ridge may appear to have been flattened by the detonation of an explosive. Once the smoke clears, the charred ocean floor appears to be flat where a hill once existed. Unfortunately, this is not necessarily the case. Units moving through the "flattened" area may still pay a higher movement cost than when moving over normal terrain.

Another factor that affects movement efficiency are clouds of underwater debris raised by explosions. Units must expend two additional TUs for each space of movement when moving though the debris cloud.

Because of the many terrain types existing in *Terror from the Deep*, it is important to take care when moving your units. Simply clicking on the unit's destination may cause the unit to blunder through terrain that requires a large number of TUs to navigate. It is very important to plot a unit's movement, making sure that it travels along the path of least resistance. This not only conserves Time Units but also keeps aquanauts from becoming fatigued (running out of Energy).

Encumbrance

Another factor that affects an aquanaut's ability to move is encumbrance. Every aquanaut has ample space within his or her uniform to carry equipment and weapons. Unfortunately, there is usually space for many more items than the aquanaut can comfortably carry.

Every item in the game weighs something. As a general rule, the weight of an object corresponds to its size (larger objects weigh more). Each aquanaut can only carry items whose combined weight is equal to or less than the aquanaut's Strength. If the aquanaut attempts to carry

more weight, he or she expends Energy at an increased rate, inhibiting the aquanaut's ability to move over extended distances.

Table 9-6 lists all items in the game that can be carried by aquanauts, along with their weight.

Table 9-6 Weight of Items Carried by Aquanauts (for Calculating Encumbrance)

Object	Weight
Dart Gun	5
Dart Clip	2
Jet Harpoon	8
Harpoon Clip	2
Gas Cannon	17
GC - AP Bolts	5
GC - HE Bolts	6
GC - Phosphorus Bolts	6
Hydro-Jet Cannon	19
HJ - AP Ammo	5
HJ - HE Ammo	5
HJ - P Ammo	5
Torpedo Launcher	10
Small Torpedo	5
Large Torpedo	8
Phosphor Torpedo	8
Gauss Pistol	7
Gauss Pistol Clip	2
Gauss Rifle	8
Gauss Rifle Clip	3
Heavy Gauss	18
Heavy Gauss Clip	4
Magna-Blast Grenade	3
Dye Grenade	3
Particle Disturbance Grenade	3
Magna-Pack Explosive	6
Particle Disturbance Sensor	3
Medi-Kit	5
M.C. Disruptor	8
Thermal Tazer	6

(Continued on page 235)

Table 9-6 Weight of Items Carried by Aquanauts (for Calculating Encumbrance) (Continued from page 234)

Object	Weight
Chemical Flare	3
Sonic Cannon	8
Cannon Power Clip	3
Sonic-Blasta Rifle	5
Blasta Power Clip	3
Sonic Pistol	3
Pistol Power Clip	3
Disruptor Pulse Launcher	12
Disruptor Ammo	4
Thermal Shok Launcher	8
Thermal Shok Bomb	3
Sonic Pulser	3
Vibro Blade	10
Thermic Lance	10
Heavy T.L.	15
M.C. Reader	7
Dead/Unconscious Aquatoid	30
Dead/Unconscious Gill Man	40
Dead/Unconscious Lobster Man	45
Dead/Unconscious Tasoth	40
Dead/Unconscious Calcinite	30
Dead/Unconscious Deep One	35
Dead/Unconscious Tentaculat	40
Dead/Unconscious Bio-Drone	30
Dead/Unconscious Civilian	30
Dead/Unconscious Aquanaut	35
Dead/Unconscious Aquanaut in Plastic Aqua Armor	35
Dead/Unconscious Aquanaut in Ion or Magnetic Ion Armor	40

When calculating encumbrance for loaded weapons, remember that you must add the weight of the weapon plus the weight of the ammunition to come up with an accurate figure.

The Battlescape Control Bar

Below the 3-D Battlescape display is a group of controls used to manipulate the Battlescape view, as well as certain movement, combat, and game options. This portion of the screen is called the Battlescape Control Bar (see Figure 9-4). These controls and displays remain the same for every assault mission, regardless of the type of mission or environment.

Figure 9-4.
The Battlescape Control Bar.

General Controls

The portions of the Battlescape Control Bar described in this section deal with the Battlescape view, manipulation and arming of aquanauts, and the control of certain game options.

ITEM BOXES

The boxes appearing at either end of the Battlescape Control Bar generally contain pictures of those items the active aquanaut is carrying in his or her hands. If the item is a ranged weapon (rifle or pistol, for example), the number of shots remaining in the weapon also appears in the box.

If the currently active unit is an SWS, a picture of the SWS appears in the right item box, along with the number of shots remaining in the vehicle. If the currently active unit happens to be a Triscene or a Deep One (types of alien terrorists) under molecular control, a picture of the alien's weapon pack appears in the right item box, along with the number of shots remaining in the weapon.

In order for an aquanaut to use an item (fire a gun, prime a grenade, use a Medi-Kit, etc.), the item to be used must appear in one of the two item boxes. In other words, it must be in the aquanaut's hand. To place an item in the aquanaut's hand, go to the Equip Aquanaut screen (described later in this chapter), click the item, and drag the item to the aquanaut's hand.

Once an item appears in the item box, it can be used by clicking on the item box.

ASCEND/DESCEND

These controls move the selected unit up and down between levels of the Battlescape. These controls are only functional if the selected unit is on an elevator platform or is capable of flight (Displacer SWSs and aquanauts wearing Magnetic Ion Armor while underwater). If the unit is blocked from above or below, these controls are non-functional.

VIEW NEXT LEVEL

Use these controls to scroll up and down through the levels of the Battlescape. This enables you to view all structures, aliens, and objects visible to any of your aquanauts on any level.

MAP SCREEN

Clicking this button replaces the normal Battlescape view with an overhead map of the area (see Figure 9-5).

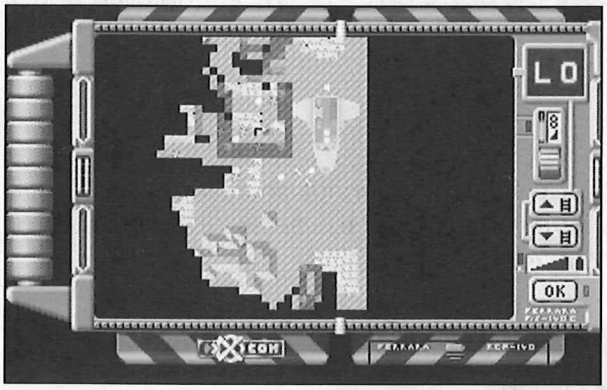


Figure 9-5.
The Map View.

The overhead map displays a two-dimensional view of the assault mission site, one level at a time. You can scroll through all four levels by using the ↑ and ↓ on the right border of the map display. The current level displayed by the map view is shown in the small window in the upper-right corner.

The map view displays the general outline of buildings, alien and X-COM submarines, and other structures. It also shows terrain features, such as coral and rock formations. X-COM units, civilians, and any aliens currently visible appear as flashing dots on the map. Dead aliens and X-COM units are indicated by an X.

The key to the unit symbols on the map is as follows:

►Yellow Dots	X-COM Units
►Blue Dots	Alien Units
►Red Dots	Civilians
►White X	Dead or Destroyed Units

The white cross-hairs ([+]) indicate the center of the map. To center the map on a different location, click on the new location. The map automatically re-centers on that spot.

To close the map view and return to the Battlescape, click the OK button.

STAND/KNEEL

This option orders the active aquanaut to kneel (if the aquanaut is standing) or to stand (if the aquanaut is kneeling). Kneeling requires four TUs; standing up from a kneeling position requires six TUs. Aquanauts who are kneeling increase their accuracy when firing weapons and reduce their chances of being hit.

This button has no effect if the active unit is an SWS or an alien under molecular control.

EQUIP AQUANAUT

This button brings up the Equip Aquanaut screen for the active aquanaut (see Figure 9-6). It has no effect if the active unit is an SWS or an alien under molecular control.

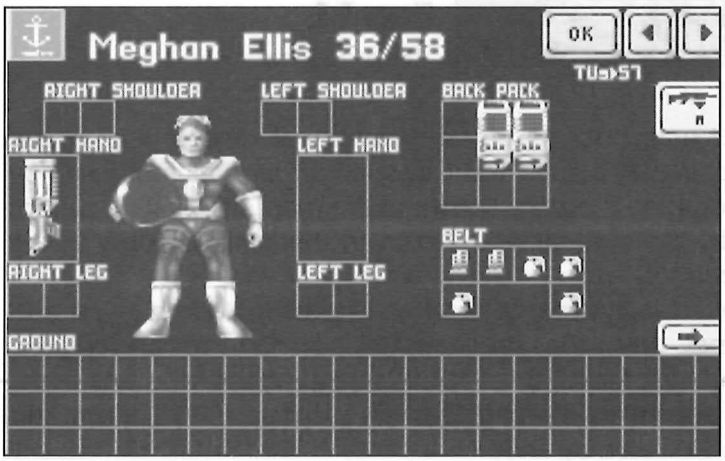


Figure 9-6.
The Equip Aquanaut Screen.

Figure 9-6 displays the aquanaut's rank insignia and name in the top left. In the top right, the aquanaut's current number of TUs is displayed, surrounded by several control buttons. The right and left arrow buttons allow you to scroll through the Equip Aquanaut screens of each of your squad members without returning to the Battlescape. The OK button exits the Equip Aquanaut screen and returns you to the Battlescape view. You may also exit this screen by clicking the right mouse button.

The Unload Weapon button just below the arrows allows you to remove the ammunition from a weapon. To unload a weapon, both of the aquanaut's hands must be empty. Click the weapon to be unloaded. Once clicked, the weapon attaches to the cursor arrow, and the type and amount of ammunition currently in the weapon is displayed in the box below the Unload Weapon button.

Move the weapon to the Unload Weapon button and click. The weapon now appears on one of the aquanaut's hands, and the ammunition appears in the other. To reload the weapon, drag the ammunition onto the weapon and click.

Most of the Equip Aquanaut screen consists of a picture of the aquanaut in his or her armor, surrounded by a series of squares. The squares surrounding the aquanaut represent storage spaces where the aquanaut may place equipment, weapons, and ammunition that he or she needs to carry into combat. Each of these areas is labeled: right and left hand; right and left leg; right and left shoulder; back pack; and belt.

The triple-row of squares below the aquanaut's feet represent the ground square he or she currently occupies. Any items lying within that square appear in this area. The square to the right of the belt displays the amount of ammunition in any weapon that is picked up with the cursor.

From the Equip Aquanaut screen, you may pick up and drop items, move items from the aquanaut's hands to a storage position, and move items from storage positions to the aquanaut's hand in order to use the item. Weapons are also loaded and unloaded on this screen.

The Equip Aquanaut screen is automatically accessed at the start of every assault mission to allow you to equip your squad before they begin the battle.

You can now access the Aquanaut Statistics screen directly from the Equip Aquanaut screen (a feature not available in *X-COM UFO Defense*). To do so, simply click the aquanaut's rank insignia.

CENTER DISPLAY ON AQUANAUT

If you have scrolled the Battlescape view so that the active unit is off the screen, or if you have switched the view to a different map level, this button re-centers the Battlescape display on the active aquanaut or SWS.

SELECT NEXT AQUANAUT

This button allows you to switch to another aquanaut or SWS after you have finished moving the currently active unit. The X-COM unit closest to the active unit when this button is clicked becomes the next active unit, and the Battlescape view is re-centered on the new unit. You can continue to move from unit to unit in this manner indefinitely.

SELECT NEXT AQUANAUT– DESELECT CURRENT AQUANAUT

This control is similar to the Select Next Aquanaut control but slightly more useful. After you finish moving the current unit and click this button, the next closest X-COM unit is selected. The difference is that the previous unit is removed from the rotation and cannot be re-selected for the remainder of the turn by clicking this button. (Deselected units may still be activated by clicking on them individually on the Battlescape.)

Using this control to switch from unit to unit is the most efficient way to ensure that all units have moved or have been accounted for.

SPLIT LEVEL VIEW

This button toggles the 3-D view of the Battlescape between two different viewing modes:

- **Multi-level View** Shows the currently selected level of the Battlescape, along with all the levels below. This is the default viewing mode and allows you to see inside buildings, craft, etc. without having your view obstructed by roofs and walls.

- **Full View** Simultaneously displays every level of the Battlescape, regardless of the level currently selected. This is a very distracting and ineffective view, as it hides units (alien and X-COM alike) that are behind walls or inside buildings.

OPTIONS

This control accesses the Battlescape Options screen (see Figure 9-7). The controls on this screen allow you to customize certain aspects of the game to fit your personal tastes and the processor speed of your computer. This is also the screen from which you may save the game while you are in the midst of a combat mission.

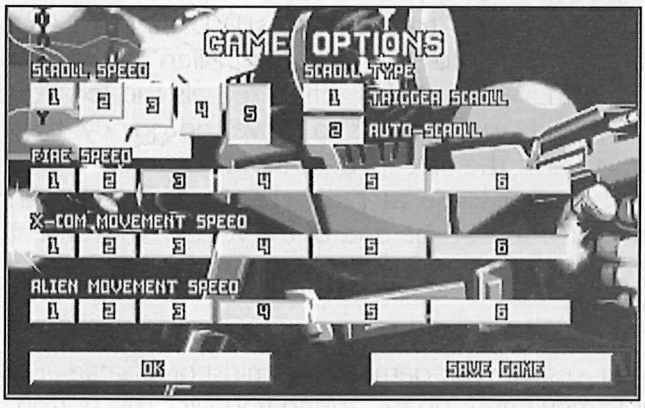


Figure 9-7.
The Battlescape Options Screen.

The following options may be chosen or altered from this screen:

- **Scroll Speed** Allows you to set the speed at which the Battlescape scrolls when you move to a different part of the 3-D view, from a speed of one (slowest) to five (fastest). Slow computers respond best when the speed is set to five, especially when the Battlescape contains a great deal of animation. On faster machines, the scrolling is more easily controlled if the speed is set to two or three.

- **Scroll Type** Allows you to choose between Trigger Scroll (in which you must click the left mouse button in order to scroll the Battlescape) and Auto-Scroll (in which the Battlescape scrolls automatically when the cursor is moved to the edge of the screen). The default Scroll Type is Auto-Scroll.

- **Fire Speed** Allows you to select the rate at which X-COM and alien weapons fire takes place, from one (slowest) to six (highest). The best setting is usually somewhere around three or four. Except on very fast machines, the slowest firing speeds are excruciating to watch, and on most machines, settings above four make the rate of fire so fast that it's next to impossible to pinpoint the source. Knowing the source of enemy fire is very important when hunting for hidden aliens.

- **X-COM Movement Speed** Allows you to set the speed at which X-COM units move, from one (slowest) to six (fastest). Since your units automatically stop if they see or are fired upon by an alien, there is little harm in allowing them to move at the fastest possible speed. Unless you enjoy watching your units move slowly, set the movement speed to the highest setting; it helps to keep the pace of the battle moving briskly.

- **Alien Movement Speed** Allows you to set the speed at which aliens move, from one (slowest) to six (fastest). Unlike X-COM Movement Speed, there is a potential risk in setting Alien Movement Speed too high. The alien movement phase often reveals the location of hidden alien units. If you allow the aliens to move too quickly, they usually stop moving and leave the screen before you can see where they are hiding. It is also impossible at high speeds to see which direction an alien who was visible at the end of the X-COM movement phase moves if it steps out of view. The best setting for this option is no higher than three or four.

- **Save Game** Allows you to save your game in the midst of a battle at any time during X-COM's movement phase. When you click this button, it opens the Select Save Position screen (see Figure 9-8).

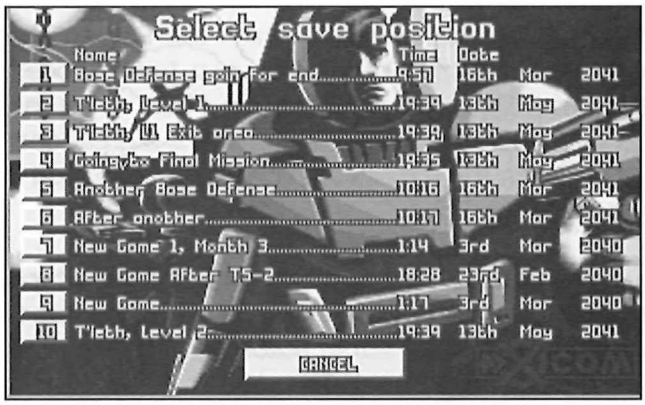
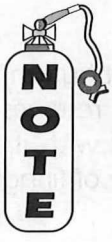


Figure 9-8.
The Select Save Position Screen.

The Save Game option is not available during the third stage of the assault mission against the final alien colony.

To save the game, choose one of the 10 numbered save positions by clicking its number. When the cursor appears, type a name for the game to be saved and hit [Enter]. The current game date and time are automatically added to the name of the saved game.

If all save positions are full, you may replace an existing saved game with the current game. To do so, click the number of the save and backspace over the old save name. Type in the name of the new save and hit [Enter]. The new saved game has now replaced the former save.



Make absolutely certain that you want to replace an old save before doing so. Once you have clicked on the number of the save position, there is no way to cancel. The game saved in the position you click is automatically replaced by the game in progress.

To exit the Select Save Position screen without saving, click Cancel.

OK Exits the Battlescape Options screen and returns you to the Battlescape view.

END TURN

After you have moved all X-COM units and completed all combat, click this button to end X-COM's portion of the turn and allow the aliens to begin their movement phase.

DUST OFF

This button aborts the current mission and orders the transport sub to leave the area. Any X-COM units not in the sub at the time it dusts off are left behind and counted as missing in action.

Combat Controls and Unit Information

The remainder of the Battlescape Control Bar is devoted to controls that affect X-COM unit combat performance and to displays showing the active unit's status and statistics.

FREE MOVEMENT

This button is one of several that enable you to control the way TUs are utilized by X-COM units. The Free Movement button allows the active unit to continue moving until it has no Time Units remaining. This movement option is the default at the start of a battle but should be used sparingly to prevent aquanauts from running low on Energy.

RESERVE TIME UNITS FOR SNAP SHOT

When this button (which is to the right of the Free Movement button) is selected, the active unit performs its movement normally but reserves enough TUs at the end of its movement to fire a snap shot with its weapon. This option is ignored if the unit's weapon is incapable of firing a snap shot or if no weapon is carried.

RESERVE TIME UNITS FOR AIMED SHOT

When this option (which is below the Free Movement button) is selected, the active unit performs its movement normally but reserves enough TUs at the end of its movement to fire an aimed shot with its weapon. This option is ignored if the unit's weapon is incapable of firing an aimed shot or if no weapon is carried.

RESERVE TIME UNITS FOR AUTO SHOT

When this option (which is below the Reserve Time Units for Snap Shot button) is selected, the active unit performs its movement normally but reserves enough TUs at the end of its movement to fire an auto shot with its weapon. This option is ignored if the unit's weapon is incapable of firing an auto shot or if no weapon is carried.

It is extremely important to keep track of the type of weapon carried by the active unit when one of the reserve Time Units options has been selected. There are a number of weapons that completely ignore these options. These weapons include the Disruptor Pulse Launcher, Vibro Blade, Thermic Lance, Heavy T.L., and Thermal Tazer. When most of your aquanauts are armed with normal ranged weapons, it's easy to become lazy and assume all your aquanauts will reserve TUs for combat at

the end of their movement, only to find–after moving an aquanaut armed with a Heavy T.L. face-to-face with a Lobster Man–that the aquanaut is out of TUs.

ZERO TIME UNITS

This button, located to the left of the Reserve Time Units controls, allows you to reduce your active unit's TUs to zero at any time during the turn. In order to prevent you from accidentally doing this, this button must be clicked using the right mouse button.

The purpose of this option is to eliminate the possibility of an aquanaut with less-than-perfect Firing Accuracy from accidentally shooting one of his own companions by firing a wild opportunity fire shot during the aliens' movement phase.

When used unwisely, this option can do more harm than good. Opportunity fire is a very important part of the game. Often, a lucky shot during the aliens' movement phase can kill an alien before it becomes a problem. As a general rule, it's a good idea to leave your aquanauts with enough TUs to take opportunity shots.

The only time the Zero Time Units option is a good choice is when an aquanaut with poor marksmanship and a powerful weapon ends up with some of his companions between him and the aliens. If the aquanaut has a clear line of fire, leave his or her Time Units alone.

RESERVE TIME UNITS TO KNEEL

When this option (to the right of the Reserve TUs to Fire buttons) is selected, the active aquanaut performs movement normally but reserves four TUs at the end of movement to assume a kneeling position.

This option may be used in conjunction with the Reserve TUs to Fire option buttons to reserve enough TUs to kneel and fire. Shots fired from a kneeling position are more accurate than those fired while standing.

Reserve Time Units to Kneel has no effect on SWSs.

RANK

To the right of the Reserve Time Unit controls is an insignia indicating the rank of the active aquanaut. No rank insignia appears if the active unit is an SWS or an alien under molecular control.

AQUANAUT DATA

The final section of the Battlescape Control Bar is devoted to displaying data on the active unit. The name of the active aquanaut appears at the top of the box. (If the active unit is an SWS or an alien under molecular control, the SWS type or alien species and sub-class appear in this area.)

Below the unit name are four colored boxes containing numbers and a small graph showing four lines whose colors correspond to those of the boxes. The numbers and graph lines form a running display of the four statistics that most affect the active unit's combat performance.

The four colors represent the following data:

- **Green** The unit's number of Time Units remaining in the current turn
- **Orange** The unit's current Energy level
- **Red** The unit's current Health level
- **Purple** The unit's current Morale level

This display allows you to keep track of these four vital statistics for any unit during the course of combat. This often provides you with sufficient information on each aquanaut and SWS to get through the entire combat mission.

There are a number of other unit statistics you may need to check that are not shown on the small display. If this is the case, a complete list of the active unit's current statistics may be viewed by clicking anywhere within the Aquanaut Data area. When you do so, the Unit Data screen replaces the Battlescape view (see Figure 9-9 on page 247).

Similar to the Aquanaut Statistics screen (shown in Figure 9-1 on page 217), the Unit Data screen includes several additional statistics pertaining specifically to the unit's performance in combat.

The additional statistics are listed on pages 247 and 248.

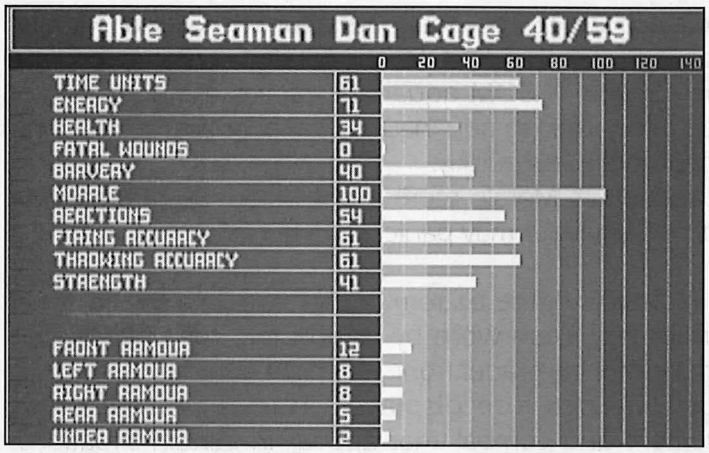


Figure 9-9.
The Unit Data Screen.

► **Energy** The unit's current amount of physical Energy, which decreases as actions are performed. Energy decreases at a faster rate when performing strenuous activities, such as carrying too much weight; moving through tall grass and seaweed; climbing uphill; and moving to the limit of your TUs for several consecutive turns. Overall Energy is also decreased if an aquanaut receives one or more Fatal Wounds to the torso.

It is possible for an aquanaut's energy to decrease so much that the aquanaut is unable to use up all of his or her TUs each turn. When this is the case, the aquanaut performs actions up to the point that he or she is able and then stops. The message Not Enough Energy! flashes in the Aquanaut Data section of the Battlescape Control Bar.

Lost Energy may be regained by not performing any actions. The rate at which the aquanaut regains Energy depends on the amount of damage he or she has sustained, the weight of the items he or she is carrying, and the aquanaut's Stamina rating. Aquanauts with a high Stamina rating recover Energy more quickly.

► **Fatal Wounds** This indicator shows the number of Fatal Wounds received by an aquanaut. An aquanaut loses one point of Health every turn for each Fatal Wound he or she has received, eventually resulting in the aquanaut's death. Fatal Wounds may be healed by returning the injured aquanaut to an X-COM base for treatment, or they may be repaired on the Battlescape by another aquanaut with a Medi-Kit. (Details on the use of the Medi-Kit may be found Chapter 10.)

(Continued on page 248)

Morale This indicator shows the aquanaut's current level of Morale. Morale level drops every time an X-COM unit is killed or destroyed. The death of a higher-ranking X-COM aquanaut causes a bigger loss of Morale than when a low-ranking aquanaut dies. Aquanauts with a high Bravery statistic lose Morale less quickly.

Whenever an aquanaut's Morale score drops below 50 percent, the chance exists that the aquanaut may panic or go berserk.

Armor The five indicators at the bottom of the Unit Data screen show the amount of armor protection worn by or built into the unit, divided into the following areas of coverage: front, left, right, rear, and under.

The Aquanaut Data box also displays a number of messages concerning movement and combat that appear in certain situations. When one of these messages is displayed, it flashes over the Aquanaut Data box, temporarily concealing it.

Chapter 10

Combat and General Tactics

Now that you know how to move and control your units on the Battlescape, it's time to learn about combat. This chapter covers combat basics and the various types of combat in the game, explaining how each type of combat is performed and how the game calculates the accuracy and effectiveness of attacks. General information about combat and tactics are also covered later in the chapter.

Finding Your Target

Before you can engage in combat, you must locate a target. Although the aliens all too frequently find you first, there are some strategies and methods you can apply to locating hidden foes.

Line of Sight

When you first arrive on the Battlescape, all of the landscape except for the area immediately surrounding your units and your transport sub is hidden from view. (This is true for any assault mission except for an X-COM base defense.) The terrain is revealed gradually as your units move across the Battlescape. Only the parts of the map within a unit's visual range are revealed. Units cannot see through solid objects, such as walls and rocks. Once an area of the map is revealed, it remains visible even if it is not currently under the observation of one of your units.

The area seen by a unit is known as the unit's line of sight. This is defined, basically, as the area of the Battlescape visible to a unit. The range of a unit's line of sight can be limited by such factors as smoke or darkness.

Just because you can see a section of the Battlescape doesn't mean that your units can see that section. A section of the Battlescape explored by a unit early in a mission remains visible to you in both the 3-D and map view even after the unit has moved to the opposite end of the map. Though you may be able to see this area when you scroll to it, it may not be within the line of sight of an X-COM unit. Aliens in unobserved areas remain hidden, unless they do something that brings them to the attention of an X-COM unit.

Line of sight comes into play in combat situations, as well as when you explore the Battlescape. Aliens become visible when they are within a unit's line of sight and disappear when they are no longer within line of sight.

Line of sight is also used to determine the range of certain weapons. While some weapons have a range limit measured in Battlescape squares, others are limited only by a unit's line of sight.

Automatic Detection

If an alien falls within an X-COM unit's line of sight while the unit is moving across the Battlescape, the unit automatically stops. A flashing box with a number in it appears in the lower right corner of the Battlescape, indicating the presence of an alien. If only a single alien is visible, the box is numbered 1. If multiple aliens are visible, one box appears for each alien, and they are numbered sequentially (1, 2, 3, etc.). To center on an alien's position, click on the flashing box.

Even though your unit has "seen" an alien, the alien may not be visible to you when you try to center on it. If all you see is darkness when you center on an alien position, move the cursor around near the center of the dark area. When the cursor passes over the alien position, it flashes yellow.

A moving unit also stops when an alien fires at the unit. In this case, the unit may not be looking in the right direction to see the alien. Turning the unit to face the direction of the weapons fire often reveals the alien's position.

Aliens within line of sight of any X-COM unit are shown as flashing blue dots on the overhead map accessible from the Battlescape control bar.

The Particle Disturbance Sensor

One of the initial research items available in the game is the Particle Disturbance Sensor. Using a variety of sensing techniques, this device assists in the hunt for aliens by pointing out the general location of anything that moves within a 360-degree radius of the aquanaut using the device.

To use the Particle Disturbance Sensor, it must be in the aquanaut's hand. When you click the item box containing the device on the Battlescape control bar, the option menu for using the sensor appears (see Figure 10-1). To activate the sensor, click on the appropriate option. When the sensor is activated, the Battlescape view is replaced by a close up view of the sensor itself (see Figure 10-2).

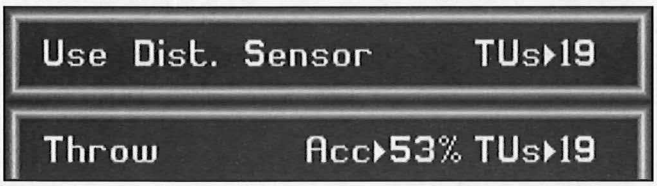


Figure 10-1.
Option Menu for the Particle Disturbance Sensor.

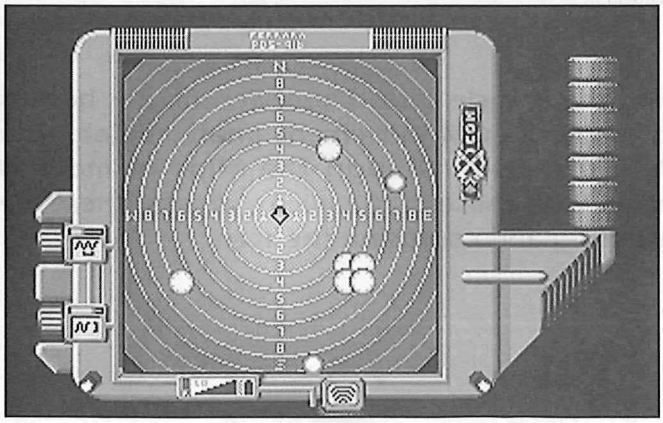


Figure 10-2.
The Particle Disturbance Sensor's Display Panel.

Most of the sensor is occupied by the tracking screen. This screen's orientation is the same as that of the Battlescape map, with north at the top. The arrow in the center of the tracking screen represents the position of the aquanaut using the scanner and points in the direction the aquanaut is facing.

The Particle Disturbance Sensor points out the general location of any units (humans, tanks, or aliens) that moved during the previous alien movement phase. It also indicates any unit movement within the current turn, up to the moment that the sensor is activated. Moving units are represented on the tracking screen as individual blips. The distance between the moving unit and the aquanaut using the sensor can be approximated by its distance from the center of the tracking screen. The size of the moving unit can also be approximated. The larger the blip, the larger the moving unit.

While the Particle Disturbance Sensor provides a potentially safe method of locating aliens from the comfort and safety of your transport sub, it has two major flaws that limit its usefulness. First, it can detect only moving units. Aliens often prefer to hide in dark corners or to snipe at your aquanauts from the tops of buildings. The Particle Disturbance Sensor cannot detect an alien that is standing still. (The firing of weapons is not detected as movement by the sensor.)

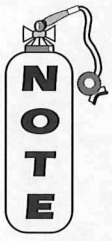
Second, the sensor picks up every unit that moves on the Battlescape. This means that, in addition to aliens, any civilians or X-COM units that have moved prior to the sensor's activation are detected. This can make the results of a Particle Disturbance scan highly confusing, since there is no way to distinguish between civilian, X-COM, and alien blips on the tracking screen.

Because of these drawbacks, it is generally better not to waste time on using this device. A good, old-fashioned search party consisting of well-equipped X-COM units almost always proves to be a more accurate way to find hidden aliens.

If you insist on using the Particle Disturbance Sensor, it is best to use it at the start of the X-COM movement phase, before you move any X-COM units. Even though the blips of moving civilians are still mixed with those of the aliens, at least there are no X-COM blips cluttering and confusing the scan.

Types of Combat

The game allows X-COM aquanauts to engage in several different types of combat. Each combat type is subject to its own individual advantages and limitations, and each requires strength in different aquanaut performance statistics in order to be used effectively. This section describes the methods for using each type of combat and for calculating their potential effectiveness.



Keep in mind that the advantages, disadvantages, and calculations involved in each form of combat for X-COM units also apply to aliens engaging in combat.

Ranged-Weapon Combat

Ranged weapons are the mainstay of the X-COM arsenal. From the simple Dart Gun to the awesome Disruptor Pulse Launcher, ranged weapons give your aquanauts the ability to strike at the aliens while remaining at a safe distance.

To use a ranged weapon, the weapon must be in your aquanaut's hand. When the aquanaut has spotted a target, click the item box on the Battlescape control bar containing the weapon. This presents you with a list of the weapon's firing options (see Figure 10-3). Each firing option lists the base accuracy percentage and the number of TUs required to fire that type of shot. To choose one of these options, click it.

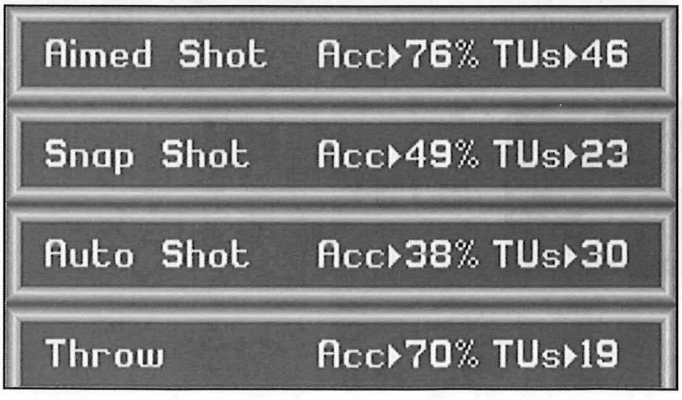


Figure 10-3.
Firing Options for a Typical Ranged Weapon.

Once a firing option is chosen, the cursor on the Battlescape becomes a targeting circle, rather than the normal box-shaped cursor (see Figure 10-4). Move the targeting circle onto the alien. When the alien is centered in the targeting circle, the cursor begins to flash yellow. Click the left mouse button to fire the weapon.

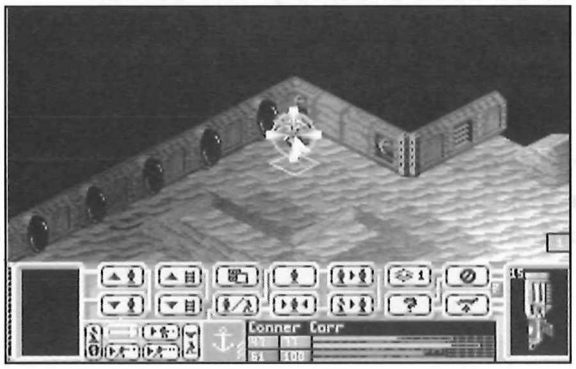


Figure 10-4.
An Alien Targeted for Ranged-Weapons Fire.

Firing the Disruptor Pulse Launcher and the Displacer/P.W.T.

These two ranged weapons follow slightly different rules for firing than others in the game. Both weapons fire Pulse Wave Torpedoes. These projectiles contain on-board guidance computers that are programmed prior to firing, so that they follow a set of designated way points to their ultimate target. This feature allows these weapons to be fired with great accuracy over long distances. The target need not even be within the line of sight of the aquanaut firing the weapon. The torpedo can be guided over, around, or through buildings and other obstacles that stand in the way.

To fire one of these weapons, click its item box on the Battlescape control bar. This brings up the option menu for the weapon (see Figure 10-5).

Figure 10-5.
The Firing Options for the Disruptor Pulse Launcher.

Click the option to fire the weapon. Instead of the cursor changing to a targeting circle, the normal cursor is replaced by a modified rectangle cursor with a small torpedo suspended in the center. Move the cursor to the position where you want the first way point and click. A targeting circle numbered 1 appears in this spot. You may then repeat this process, setting up to 10 way points on any level of the Battlescape, the last one being placed on or near your intended target (see Figure 10-6).

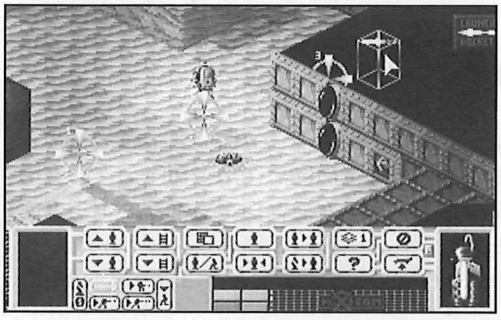


Figure 10-6.
Setting Way Points for a Disruptor Pulse Launcher.

When you have set all your way points, you are ready to fire the weapon. In the upper right corner of the Battlescape is the launch icon. Click this icon to fire the weapon.

Even though the Disruptor Pulse Launcher has an extremely high accuracy rating, shots still occasionally go astray. This is especially prevalent when way points are set in tight spaces, such as a narrow corridor. Remember two things when setting up a shot with this weapon:

First, leave plenty of space between your aquanaut and the first way point you set and make sure the path to the first way point is clear. If the shot hits a nearby wall, your aquanaut is very likely to die in the resulting explosion. Set the first way point in the center of an open space or at a level or two above the aquanaut in open sea.

Second, avoid setting way points next to walls. The occasional inaccuracy of this weapon usually manifests itself by making wide turns which carry it a square or two beyond a way point. If there is a wall beyond the way point when this happens, the shot destroys the wall. If there is open space beyond the way point, the shot may simply take the turn wide and continue to the next set way point.

In most situations, it is best to set all but the final way point in mid-air (or mid-water) to prevent unfortunate misses and targeting mishaps.

No Line of Fire

Even though a target may be visible to your aquanaut, there may be some object or natural obstruction preventing the aquanaut from firing a clear shot. When this is the case, the phrase No Line of Fire! flashes in the Aquanaut Data box. Moving the aquanaut a step or two to either side usually solves the problem and allows you to fire at the alien.

Determining Ranged-Weapon Accuracy

The percentage chance of a ranged-weapon shot to hit is based on a number of factors. First, the base chance to hit is determined by the Firing Accuracy of the aquanaut and the accuracy percentage for the shot type fired (auto, snap, or aimed).

The following formula is used to determine the base chance for each shot to hit.

Firing Accuracy x Shot-Type Accuracy % = Base Chance to Hit

For example, an aquanaut has a Firing Accuracy of 50. She fires a snap-shot with a Hydro-Jet Cannon, which has an accuracy rating of 50 percent. The equation for calculating the base accuracy is as follows:

50 x 50% = 25%

The base chance to hit the target in this example is 25 percent.

Once determined, the base chance to hit might then be modified by a number of factors, as follows:

- **Aquanaut Kneeling** Base chance to hit increased by 15 percent
- **Aquanaut Firing Two-Handed Weapon With One Hand** Base chance to hit decreased by 20 percent. (All ranged weapons other than pistols are considered two-handed weapons. If the hand not holding the weapon is holding anything, the aquanaut is firing one-handed.)
- **Aquanaut Sustains Fatal Wound(s) to Head or Gun Arm** Base chance to hit decreased by 10 percent per wound

► **Aquanaut in Poor General Health.** Base chance to hit decreased by up to 25 percent. This modifier is determined by the percentage of Health points the aquanaut has lost multiplied by the maximum possible accuracy loss (-25 percent). For example, an aquanaut with a Health rating of 40 loses 10 points or 25 percent of his total Health. The accuracy modifier is determined by multiplying the percentage of Health lost (25 percent) by the maximum accuracy modifier (-25 percent). In other words, the accuracy modifier in this example is -6.25 percent, which is determined as follows:

25% x -25% = -6.25%

The accuracy modifiers listed above are cumulative. To illustrate, let's look at the aquanaut with the Firing Accuracy of 50 who was firing the Hydro-Jet Cannon in the earlier example. Kneeling, she fires a snap shot with one hand while holding a grenade in her opposite hand, while suffering from a Fatal Wound to her head.

The complete calculation for her percentage chance to hit her target is as follows:

►**Firing Accuracy** = 50
►**Hydro-Jet Cannon** (snap shot accuracy) = 50%
►**Base Chance to Hit** = (50 x 50%) - or 25%
►**Kneeling** = +15%
►**Fatal Wound to Head** = - 10%
►**Firing one-handed** = - 20%
►**Modified (Final) Chance to Hit** =
(25% + 15% - 10% - 20%)–or 10%

Conveniently enough, the chance to hit with each type of shot is shown on the weapon's option menu when you click to fire the weapon (see Figure 10-3 on page 253). The percentage shown on the option button automatically takes all the above modifiers into account.

There are two other factors that figure into an aquanaut's chance to hit a target with ranged weapons fire. These factors, which are difficult to quantify, are the distance to the target and the size of the target. Because these factors can change from shot to shot due to the target's posture and position, it is impossible to pinpoint their exact effects. These effects are not figured into the percentage shown on each weapon's option menu.

To roughly approximate the effects of size and distance of the target, assume that targets twice as far away are twice as hard to hit. A target 30 squares away is twice as difficult to hit as a target 15 squares away. The size modification for shot accuracy works in the same way. (Alien "sizes", along with all other alien statistics, are listed in Chapter 7, Table 7-1.)

Matching the Weapon to the Aquanaut

When choosing a ranged weapon for an aquanaut, base this decision on the aquanaut's Firing Accuracy, as well as on the power and accuracy of the weapon itself. This creates the most effective combination of man and weapon.

Some weapons, such as those in the gauss and sonic families, pack a fairly good punch. However, their damage potential is limited to direct hits on the target. To strike a target from any reasonable distance requires that the aquanaut firing the weapon exhibits a fairly high Firing Accuracy. These weapons should be given only to those aquanauts who are good marksmen.

Other ranged weapons don't require this degree of accuracy in order to be effective. Weapons such as Gas Cannons and Hydro-Jet Launchers can fire high explosive rounds that can injure or kill targets even if they are not in the square where the round detonates. These weapons should be given to aquanauts whose Firing Accuracy is slightly sub-par. Even if they fail to score a direct hit on the target, chances are the shot can still do some damage. (Just be careful to keep other X-COM aquanauts out of the weapon's line of fire.)

Aquanauts with an extremely low Firing Accuracy should be given other types of weapons. An aquanaut with a 20 Firing Accuracy, armed with a Gas Cannon and high explosive rounds, is a danger to himself and all other X-COM units.

Complete statistics for all ranged weapons in the game can be found in Table 10-1 (see page 259).

Table 10-1 Statistics for Ranged Weapons

Weapon	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Dart Gun	$800	Dart Clip	$70	Land/Sea	20	10	16	—	—	—	—	—	—	40%	80%	—	20%	50%
Jet Harpoon	$3000	Harpoon Clip	$200	Land/Sea	30	10	32	—	—	—	—	—	40%	60%	90%	40%	35%	70%
Gas Cannon	$6400	GC AP/HE/P Ammo	$300/ 500/400	Land/Sea	40	8	60	65	60	—	—	—	—	60%	90%	—	40%	75%
Hydro-Jet Cannon	$13,500	HJ AP/HE/P Ammo	$500/ 700/650	Sea	LOS	12	40	50	40	—	—	—	40%	50%	80%	40%	35%	80%
Torpedo Launcher	$4000	Small/Large/P Torpedo	$600/ 900/1200	Sea	LOS	1	—	80 90	80	—	—	—	—	50%	110%	—	40%	80%
Gauss Pistol	$8000	Gauss Pistol Clip	$1000	Land/Sea	LOS	20	—	—	—	45	—	—	30%	40%	70%	30%	25%	50%
Gauss Rifle	$20,000	Gauss Rifle Clip	$2000	Land/Sea	LOS	15	—	—	—	60	—	—	50%	65%	100%	40%	30%	60%
Heavy Gauss	$32,000	Heavy Gauss Clip	$4000	Land/Sea	LOS	10	—	—	—	75	—	—	—	50%	90%	—	40%	80%
Sonic Pistol	$56,000	Pistol Power Clip	$2000	Land/Sea	LOS	20	—	—	—	—	80	—	—	65%	85%	—	30%	50%
Sonic-Blasta Rifle	$88,000	Blasta Rifle Power Clip	$3000	Land/Sea	LOS	15	—	—	—	—	95	—	—	75%	110%	—	40%	60%
Sonic Cannon	$122,000	Cannon Power Clip	$6000	Land/Sea	LOS	10	—	—	—	—	130	—	—	80%	115%	—	50%	70%
Thermal Shok Launcher	$78,000	Thermal Shok Bomb	$7000	Land/Sea	LOS	1	—	—	—	—	—	120	—	70%	120%	—	50%	70%
Disruptor Pulse Launcher	$90,000	Disruptor Ammo	$8000	Sea	LOS	1	—	210	—	—	—	—	—	—	120%	—	—	75%

KEY

1=Cost
2=Ammo Type
3=Ammo Cost
4=Land/Sea
5=Range
6=# Shots

Damage/Ammo Type [7-12]
7=AP
8=HE
9=P
10=Gauss
11=Sonic
12=Stun

Accuracy [13-15]
13=Auto
14=Snap
15=Aimed

Time Units to Fire [16-18]
16=Auto
17=Snap
18=Aimed

Thrown Weapon Combat

The second type of combat available in the game involves thrown explosives. When a heavy ranged weapon like a Gas Cannon or Hydro-Jet Cannon isn't available, grenades are an excellent second choice.

Using thrown explosives involves two steps: priming and throwing. In order to use a thrown explosive, it must be in your aquanaut's hand. Click the item box on the Battlescape control bar containing the explosive. This brings up the option menu for thrown explosives (see Figure 10-7. See page 260).

Figure 10-7.
The Option Menu for Thrown Explosives.

Click the Prime option. Most of the game's thrown explosives feature a built-in timing device that allows you to delay the device's explosion from zero to 26 game turns. When you choose to prime the grenade, a window appears that allows you to choose the number of turns to delay the explosion. Click on a number to prime the grenade. Once primed, the weapon is armed and cannot be disarmed.

The one type of grenade that doesn't have a delay timer is the Particle Disturbance Grenade. When this grenade is primed, it activates a sensor within the device. This sensor detects movement and triggers the explosive when movement is detected within one square of the grenade's position.

The sensor within the grenade cannot trigger the explosive unless the grenade has been thrown or dropped to the ground. It cannot be deactivated once it is primed.

Particle Disturbance Grenades are useful when you want to set traps for aliens, but remember where you have thrown them! The sensor in the grenade cannot distinguish between a moving alien and a moving X-COM unit.

Thrown explosives do not detonate, nor do their delay timers begin to run until they are either dropped to the ground or thrown by the aquanaut. To throw the grenade, click again on its item box and choose the Throw option from the menu. The cursor changes from the normal box cursor to the throw object cursor (a box with a swirling animation in its center). Move the cursor to the square where you want to throw the grenade and click the left mouse button to throw the grenade.

The distance an object can be thrown is determined by a number of factors, including the aquanaut's current level of Health and the weight of the object being thrown.

It's usually not a good idea to have your aquanauts walking around carrying primed grenades. If the aquanaut panics, anything he or she is carrying at the time is dropped to the ground. If one of the objects carried is a primed grenade, the grenade becomes active as soon as it's dropped. You could end up with a dead aquanaut instead of just a scared one when the grenade goes off at his or her feet. This situation also holds true if an aquanaut dies or becomes unconscious.

Can't Throw There and Other Problems

Sometimes, an obstruction may exist between the aquanaut attempting to throw a grenade and his or her intended target. These obstructions may be obvious (tall trees, coral formations, etc.), or they may be hidden from view unless you search for them (for example, overhanging rock formations on the Battlescape level above the aquanaut or alien's position). When this is the situation, the message "Can't Throw There!" flashes in the Aquanaut Data section of the Battlescape control bar. This situation can usually be remedied by moving the aquanaut to a slightly different position so that the obstruction is no longer between the unit and the alien.

Other situations that may prevent an aquanaut from throwing a weapon include the following:

- **Target too distant** (you receive an Out of Range message)
- **Lack of Energy** (Not Enough Energy!)
- **Not enough TUs remaining**

Throwing Other Stuff

Throwing is not just limited to grenades and explosives. In fact, any object your aquanauts can carry has a throw option on its action menu. The distance an object may be thrown is dependent on both the Strength of the aquanaut and the weight of the object being thrown.

The most likely piece of equipment for throwing, other than grenades, is the Chemical Flare. This is a light source used for night and deep water missions, which activates when it is thrown or dropped.

In most situations, there is no reason to throw any other piece of equipment. Even if it hits an alien, it does no damage. If you just want to shed carrying weight from an aquanaut, it costs less TUs to just drop an object.

The one situation in which the throw option comes in handy is when you need to get ammunition or a weapon to an aquanaut as quickly as possible. Another aquanaut who is nearby can throw the required equipment to his companion, eliminating a lot of costly movement.

Determining Thrown Weapon Accuracy

Unlike ranged weapons, thrown weapons have no inherent accuracy rating. When determining the accuracy of a thrown object, the aquanaut's Throwing Accuracy is the base percentage chance for hitting the target. For example, if an aquanaut has a throwing accuracy of 65, his base chance of hitting the square where he aims his throw is 65 percent. This percentage is conveniently displayed on the options menu for the thrown weapon (see Figure 10-7 on page 260).

Thrown weapon accuracy is subject to some of the same modifiers as ranged weapon accuracy:

- **Aquanaut Kneeling** Accuracy increased by 15%
- **Aquanaut Sustains Fatal Wound Throwing Arm** -10% accuracy per wound
- **Aquanaut Poor General Health** Accuracy reduced up to as much as 25%

These modifiers are taken into account in the percentage displayed on the thrown weapon's option menu.

Choosing a Thrown Explosive

Since grenades and other explosives have no individual accuracy ratings, choosing between these weapons primarily consists of selecting the desired amount of explosive damage. Another factor to consider is how the weapon will be used.

Both the Magna Blast Grenade and the Sonic Pulser make excellent throwing weapons. The Magna-Pack Explosive, though too heavy to use as a practical grenade, is an excellent high-powered charge you can arm and leave behind to destroy facilities (if you so desire). The Particle Disturbance Grenade, though less powerful than other explosives, makes an excellent land mine. Dye Grenades do little damage but can be used as a fairly good defense to hide your units from the aliens.

The statistics for each type of thrown explosive weapon are found in Table 10-2.

Table 10-2 Statistics for Thrown Explosive Weapons

Grenade	Cost	Timer Delay	Time Units to Prime	Time Units to Throw	Damage
Magna-Blast Grenade	$300	0-23	50%	25%	50
Dye Grenade	$150	0-23	50%	25%	10*
Particle Disturbance Grenade	$500	Special**	50%	25%	70
Magna-Pack Explosive	$1500	0-23	50%	25%	100
Sonic Pulser	$6700	0-23	50%	25%	120

* Smoke or Dye, plus 10 point HE explosion

** Has a proximity detonator which is triggered by movement in adjacent squares

Collateral Damage from High Explosives

Thrown explosives (as well as high explosive rounds fired from ranged weapons) cause damage not only in the square where they detonate, but also in surrounding squares. The full amount of damage for each high explosive weapon (listed below) is inflicted in the detonation square, and the effects are reduced by 10 points for each square of distance from the center of the explosion. Figure 10-8 shows the damage distribution of a Magna Blast Grenade (which has a high explosive damage of 50).

0	0	0	0	0	0	0	0	0	0	0
0	10	10	10	10	10	10	10	10	10	0
0	10	20	20	20	20	20	20	20	10	0
0	10	20	30	30	30	30	30	20	10	0
0	10	20	30	40	40	40	30	20	10	0
0	10	20	30	40	50	40	30	20	10	0
0	10	20	30	40	40	40	30	20	10	0
0	10	20	30	30	30	30	30	20	10	0
0	10	20	20	20	20	20	20	20	10	0
0	10	10	10	10	10	10	10	10	10	0
0	0	0	0	0	0	0	0	0	0	0

Figure 10-8.
Example of Damage Reduction Due to Distance for the Magna Blast Grenade.

Damage determination used for the calculation of high explosive weapons and ammunition also applies to the rounds fired by the Thermal Shok Launcher, although these weapons inflict only stun damage.

Close Combat with Bladed Weapons

The Vibro Blade, Thermic Lance, and Heavy T.L. offer an opportunity not available to players of *X-COM UFO Defense*: one-on-one, face-to-face combat with your alien foes. These three weapons, while somewhat dangerous to use (you have to be adjacent to the alien target), are among the most powerful, accurate, and economical weapons available in the game. They do a great deal of damage with minimal TU expenditure and no ammunition cost.

To use one of these weapons, it must be in the aquanaut's hand. Move the aquanaut into a square adjacent to the target and turn the aquanaut to face the alien. Next, click on the item box containing the weapon to bring up the combat options for bladed weapons (see Figure 10-9).

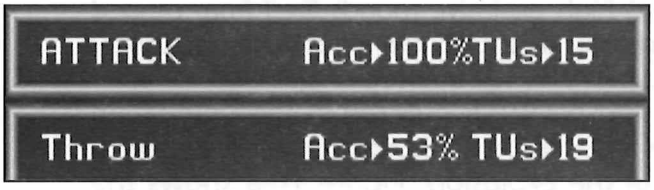


Figure 10-9.
The Combat Options for the Vibro Blade, Thermic Lance, and Heavy T.L..

When you click the Attack option, the aquanaut will automatically attack the target.

Determining Blade Weapon Accuracy

Unlike other types of hand-held weapons in *Terror from the Deep*, the bladed weapons–the Vibro Blade, Thermic Lance, and Heavy T.L.–are always 100 percent accurate and are not modified by any aquanaut characteristics or any of the other normal modifiers involved in combat. Against all targets, these weapons are a sure hit if not a sure kill.

The procedure for combat for the three bladed weapons also applies to the Thermal Tazer, a stun-only weapon.

Choosing a Bladed Weapon

Since each type of bladed weapon can often be recovered from assault mission sites, availability is rarely an issue. Each of the three weapons is also equally accurate. Actually, the only two things to consider are the amount of damage the weapon inflicts and the weight of the weapon. If your aquanauts can carry the weight, arm them with Heavy T.L.s, since these inflict the most damage. Otherwise, give weaker aquanauts the lightweight Vibro Blade or its slightly larger counterpart, the Thermic Lance.

In case you haven't figured it out by now, the three bladed weapons are the best thing since sliced bread. When it comes to killing aliens, especially Lobster Men, no other weapon is as close to a sure kill as these. As long as your aquanauts have enough armor to withstand a close confrontation, these should be your weapons of choice!

Molecular Control Combat

The final type of combat in the game doesn't involve inflicting damage upon an alien target. Instead, it involves using an integral facet of alien technology against them.

Every alien race and alien terrorist is implanted at birth (or creation) with a device known as a molecular control implant. These implants allow the aliens to communicate with one another and to interface with any alien, alien sub, or alien colony on the planet. This powerful alien network, controlled by ancient machines in alien colonies known as Synomium devices, allows them to coordinate missions and operations with lightning speed and ruthless efficiency.

Some of the more intelligent alien races are also able to utilize their molecular control implants to confuse and panic aquanauts, and sometimes to take over the minds of aquanauts, causing them to act as alien assassins and attack fellow X-COM squad members.

By studying captured aliens and their technology, your scientists can eventually construct M.C. Labs at X-COM bases. With these facilities, your scientists surgically integrate molecular control implants into the brains of X-COM aquanauts, then ascertain the latent ability of the aquanaut to use the implant. The M.C. Labs also provide training for aquanauts in the use of the implant for combat purposes in conjunction with an amplification device known as an M.C. Disruptor.

Molecular Control Training

Once you achieve the proper level of technology and construct an M.C. Lab at one of your bases, you may begin implanting and training your aquanauts in the skills of molecular control. When an M.C. Lab is installed in an X-COM base, you can place your aquanauts into M.C. training at the start of each month (after the Monthly Report is given). After receiving your monthly status report, the Molecular Control Training screen appears (see Figure 10-10).

Figure 10-10.
The Molecular Control Training Screen.

This screen lists the names of all bases containing an M.C. Lab. To assign an aquanaut to training, click on the name of the base where the aquanaut is stationed to bring up the M.C. Training Roster (see Figure 10-11 on page 267).

This screen resembles the normal Aquanaut Roster screen and lists the names of all aquanauts stationed at the base.

In addition, it lists the following information:

- **Remaining M.C. Capacity** The number of spaces available for new trainees in the M.C. Lab. Each M.C. Lab can implant and train 10 aquanauts at a time.

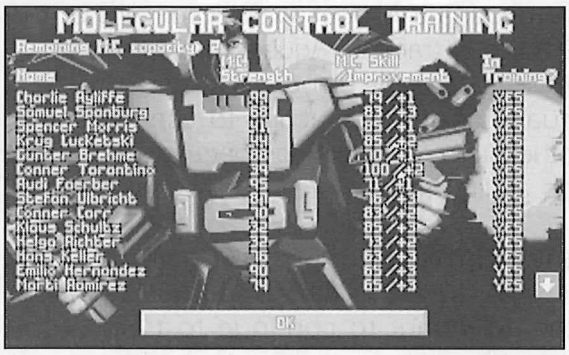


Figure 10-11.
The M.C. Training Roster.

- **M.C. Strength** The aquanaut's M.C. Strength rating. This statistic remains unknown until the aquanaut has undergone one full month of training.

- **M.C. Skill/Improvement** The aquanaut's M.C. Skill rating and the number of additional points gained in M.C. Skill as a result of the previous month's training. This rating is 0/+0 until the aquanaut has undergone one full month of training.

- **In Training?** Indicates whether or not the aquanaut is currently participating in M.C. training.

Aquanauts placed in M.C. training must remain there for at least one month. At the beginning of the following month, you may allow each aquanaut to continue his or her training or be replaced by a new aquanaut.

M.C. Strength and M.C. Skill

The M.C. Strength and M.C. Skill ratings of each aquanaut remain unknown until the aquanaut has undergone at least one month of M.C. training.

M.C. Strength is the aquanaut's natural ability to resist molecular control attacks from aliens. In fact, this statistic forms part of the only defense that works against M.C. attacks. Additionally, this statistic indicates the aquanaut's latent ability to learn to use his or her molecular control implant in battle. It is combined with M.C. Skill to determine the aquanaut's M.C. Combat Strength.

M.C. Strength is a trait the aquanaut is born with; it remains at the same level regardless of experience or training. Aquanauts with low M.C. Strength are more likely to fall victim to molecular control attacks.

M.C. Skill denotes an aquanaut's learned ability to use molecular control as a weapon against the aliens. Through combat experience and continued M.C. training, this ability may be steadily increased as the game progresses.

After aquanauts have spent their first month in M.C. training, check their M.C. Strength and M.C. Skill on the M.C. Training Roster. If both statistics are high, allow the aquanaut to continue to train. If the aquanaut's stats are low, replace him with an aquanaut who has not yet been trained. When you have established which aquanauts are best suited for molecular control combat, place these people in training to improve their M.C. Skill to the highest possible level.

If you have sufficient time and M.C. Lab space, it is a good idea to give each of your aquanauts at least one month of M.C. training. That way, you know each of their inborn M.C. Strength and Skill capabilities. This helps you decide who to take along when going on a mission in which aliens are likely to use M.C. attacks. The last thing you want is for an aquanaut with a loaded Disruptor Pulse Launcher and a low M.C. Strength falling victim to alien control!

Initiating a Molecular Control Attack

To use molecular control in combat, an aquanaut must have an M.C. Disruptor in his or her hand. Click on the item box containing the M.C. Disruptor to bring up the weapon's combat menu (see Figure 10-12).

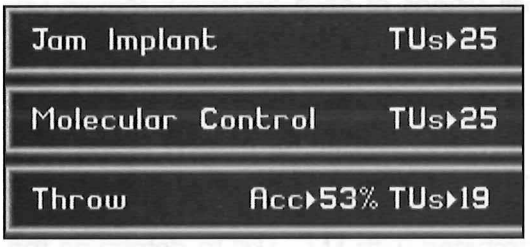


Figure 10-12.
The combat menu for the M.C. Disruptor.

The M.C. Disruptor may be used for two types of attacks, each of which requires 25 TUs to execute:

- **Jam Implant** This confuses the alien by temporarily jamming the circuitry of its molecular control implant, inducing a state of panic that renders the alien ineffective for one turn. It is the easier of the two M.C. attacks to perform successfully.

- **Molecular Control** This more powerful attack actually allows you to take control of the alien target, moving it and using it in combat as if it were an X-COM aquanaut. This attack is much more difficult to perform successfully than jamming the alien's implant.

To perform either attack, click the appropriate option on the menu. This changes the normal cursor to a box with a pulsating alien skull on top. Move the cursor onto the alien you wish to attack and click the left mouse button. If the attack is a success, a message appears telling you the results of the attack. If the attack fails, nothing happens.

Molecular control attacks can be made from anywhere on the Battlescape, regardless of whether the target is within the attacking aquanaut's line of sight. Molecular control attacks cannot be blocked by any armor or object, and can be repelled only by the target's inherent M.C. Defenses.

Although it is possible to do so, don't attempt Molecular Control attacks on civilians at a terror site. Once they fall under control, the game considers them aliens and you are forced to kill them in order to complete the mission. This results in a high civilian death rate at X-COM's hands.

Calculating Molecular Control Defenses and Chances for Successful M.C. Attacks

Calculating the chance for a successful molecular control attack is the most difficult attack calculation in the game. It first involves calculating the M.C. Combat Strength for the attacking unit, which is determined using the following equation:

M.C. Strength x M.C. Skill = M.C. Combat Strength

For example, an aquanaut with an M.C. Strength of 20 and an M.C. Skill of 50 has an M.C. Combat Strength of 1,000 (20 x 50).

Once you have calculated the attacking unit's M.C. Combat Strength, the base chance for success is determined on the target's resistance to the type of molecular control attack being attempted, or M.C. Defense. The target's M.C. Defense is calculated using a slightly different equation for each of the two attack types:

The target's M.C. Defense against the Jam Implant attack is calculated as follows:

[M.C. Strength x (M.C. Skill/5)] + 10 =
Jam Implant Defense

The target's M.C. Defense against the Molecular Control attack is calculated as follows:

[M.C. Strength x (M.C. Skill/5)] + 30 =
Molecular Control Defense

Once the target's M.C. Defense has been determined, the attacker's percentage chance for success in launching a molecular control attack is as follows:

Attacker's M.C. Combat Strength - Target's M.C. Defense =
% Chance for Success

So, if an attacker has an M.C. Combat Strength of 1,000, and the target has an M.C. Defense of 950, the percentage chance for the attack being successful is 50 percent (1,000 - 950 = 50).

This same set of calculations is used when to determine an X-COM aquanaut's defense against an alien molecular control attack. When an alien attempts an M.C. attack on an aquanaut, the aquanaut glows briefly. If the alien's attack is successful, you are notified of the results at the start of your next movement phase.

Ammunition and Weapon Damage Modifiers

When you launch a successful attack, the target suffers damage. There are many different types of weapons in the game, each of which produces a different type and amount of damage. Armor and natural protection provide some immunity from certain types of ammunition and attacks.

There are a number of different types of damage that can be inflicted in the game. Most of these are available in ammunition or weapons found in the X-COM arsenal, while the others are utilized only by alien terrorists. Descriptions of each damage type follow. Table 7-6 shows information regarding the aliens' immunities and susceptibilities to each form of attack, and Table 9-3 shows the same information for X-COM units and civilians.

Armor Piercing (AP)

Armor piercing rounds are high-velocity shells with a thick casing and tapered Begin Tip. This type of round is designed to cut through armor plating and detonate on the inside of a target's armor. Armor piercing ammunition is a part of basic Terran technology and is used in the Dart Gun and Jet Harpoon, as well as in the Coelacanth/Gas Cannon. Armor piercing rounds are also available for the Gas Cannon and the Hydro-Jet Cannon.

The natural protection and armor found on most aliens provides at least some extra protection against AP ammunition. Lobster Men are particularly unfazed by AP rounds, taking only 20 percent of the attack's normal damage. Hallucinoids also have a high resistance to AP ammunition.

The only aliens that take full damage from an armor piercing attack are Aquatoids, Gill Men, Calcinites, and Xarquids.

Phosphor Rounds

Phosphor rounds are shells containing a mix of chemicals that, upon the shell's impact, ignite and spread fire over a wide area. In land-based battles, the resulting fires can burn for several turns. Phosphor rounds are Terran-based technology, and can be used in both the Gas Cannon and the Hydro-Jet Cannon.

Most aliens have natural protection or armor that shields them from most of the damage done by a phosphor round and the resulting fire. Bio-Drones, Tasoths, and Lobster Men all take only 40 percent damage or less from phosphor attacks. Aquatoids, Gill Men, and Calcinites are the three aliens that take full damage from this type of attack.

One alien terrorist, however, is particularly susceptible to phosphor attacks and the fire they produce–the Hallucinoid. It takes 170 percent of the normal damage from a phosphor round.

High Explosive (HE)

High explosive weapons produce a powerful explosion on impact which inflicts damage on any target within a certain radius of the blast (see Figure 10-8 on page 263 for details). Both Terran and alien weapons utilize high explosive ammunition. These weapons include the Gas Cannon, Hydro-Jet Cannon, and Disruptor Pulse Launcher (the most powerful HE weapon in the game). High explosives are used in all Terran and alien grenade weapons and two SWSs (the Coelacanth/Hydro Jet Missile and the Displacer/P.W.T.) as well.

Despite the awesome power of HE weapons, many aliens are at least partially resistant to HE attacks. The Lobster Men take only 30 percent damage from high explosives. Aquatoids, Gill Men, and Calcinites take normal damage.

Tentaculats are particularly susceptible to HE attacks, taking 150 percent of normal damage.

Gauss Beam

Gauss weapons are advanced Earth developments that use a super-dense solid fuel clip to produce a coherent particle beam blast. The gauss beam is used exclusively by the Gauss Pistol and Rifle, Heavy Gauss, and the Coelacanth/Gauss Cannon–as well as by base defense systems and sub-mounted weapons. Xarquids fire a particle blast that acts as a Heavy Gauss blast.

Although marginally more effective than armor piercing attacks against a select few aliens, the gauss beam is actually less effective than AP attacks against Bio-Drones, Tasoths, Xarquids, and Triscenes. Lobster Men take only 30 percent damage from gauss weapons. Aquatoids and Gill Men take full damage from gauss attacks.

Sonic

Sonic weapons are an alien development that can eventually be researched and produced by X-COM. Sonic weapons produce a coherent burst of sound powerful enough to shake many materials apart by vibrating them on a sub-atomic level. Sonic attacks are produced by the Sonic Pistol, Sonic-Blasta Rifle, Sonic Cannon, and Displacer/Sonic. There are also sub-mounted and base defense versions of sonic weapons.

Sonic attacks are generally more effective than other ranged attacks against most types of alien targets, which take 100 percent damage from sonic weapons (many, such as the Tasoths, take slightly more than 100 percent damage). Even so, Lobster Men take only 50 percent damage from sonic attacks, and Xarquid and Triscene terrorists also take a slight reduction.

Bladed Weapons

Bladed weapons are an alien development that turns out to be the aliens' most tragic technological flaw. While the Vibro Blade, Thermic Lance, and Heavy T.L. are effective weapons for the aliens, they are even more effective against the aliens.

Nearly every alien race and terrorist takes in excess of 100 percent damage from any bladed weapon. The Lobster Men, who are virtually impossible to kill with any other weapon, take an incredible 200 percent damage from bladed attacks! The only aliens who seem resistant to these awesome weapons are the Bio-Drones, Tasoths, Calcinites, and Hallucinoids. Each of these species takes less than 100 percent damage from bladed attacks.

Calcinites deliver a clawing attack that acts as a Vibro Blade when inflicting damage, as does the biting attack of the Triscene. The claw attack of the Lobster Men acts as a Thermic Lance in combat.

Freeze

Two weapons in the game–the Thermal Tazer (an X-COM development) and the Thermal Shok Launcher (an alien development)–induce an instant state of shock in a target, by reducing its body temperature instantly to absolute zero. This produces damage that merely stuns, rather than kills, the victim.

Stunning damage affects all aliens with at least 100 percent effectiveness, with the exception of Lobster Men and Triscenes (each of which takes only 90 percent damage).

The methods and advantages of stunning aliens is discussed in detail later in this chapter.

Electric Shock

This is a form of attack used exclusively by the Deep Ones. While its effects can be devastating against all forms of X-COM armor (as well as against X-COM SWSs), this attack has no effect whatsoever against the Deep Ones themselves or other aliens.

Death Touch

This attack is used only by Tentaculats. Though it does no damage to a target's Health, it can cause the target to turn into a mindless zombie-thing known as a Drone. This attack affects only X-COM aquanauts and civilians.

General Battle Information

This section presents a number of miscellaneous sections explaining aspects of combat that have not been covered previously in this chapter.

Opportunity Fire

Most weapons fire performed by your units takes place during the X-COM movement phase. However, if one or more of your units have sufficient TUs remaining at the end of the X-COM movement phase, they may be able to fire one or more shots during the alien movement phase, should a target come into view. This is known as "opportunity fire."

Since a lucky opportunity shot might kill an alien, who would otherwise have opened fire on your squad, reserving time for at least some of your units to perform opportunity fire is a good idea. To ensure there are enough TUs left over for opportunity fire at the end of your turn, to use one of the Reserve Time Units options on the Battlescape control bar (see Chapter 9 for details).

Opportunity fire is a random occurrence, based on each aquanaut's Reactions statistic. Those with higher Reactions are more likely to engage in opportunity fire.

If your aquanaut has a high Reactions score but is a terrible marksman, it may be wise to prevent the aquanaut from taking an opportunity shot so that he or she doesn't accidentally kill anyone else in your squad. To prevent opportunity fire from taking place, use up all of the aquanaut's TUs in movement or click the Zero Time Units button on the Battlescape control bar (for details, see Chapter 9).

Taking Damage

As your aquanauts are hit by alien attacks, they take damage. Some of the damage is prevented by armor protection, but any damage that gets through this protection is subtracted from the aquanaut's Health. When Health falls below zero, the aquanaut dies. Health damage to SWSs is handled in the same way.

Fire and Smoke Damage

Fires on the Battlescape result from the use of phosphorus ammunition or as the result of the explosion of flammable materials, such as oil drums. X-COM units that end their movement in a square that is on fire or catch fire as the result of a nearby explosion, receive damage from the fire.

Fire damage is inflicted at the rate of five to 10 points of Health lost per turn until the fire has burned out. Units standing in a square that is on fire receive from one to 12 points of Health damage per turn spent in the fire. Plastic Aqua Armor provides some protection against fire, reducing its damage effects by 20 percent. Both Ion and Magnetic Ion Armor negate the effects of fire damage entirely. The fire damage received by SWSs is only 40 percent of normal. (To determine the susceptibility of other targets to fire damage, reference the information regarding phosphor attacks in Tables 7-6 and 9-3.)

In addition to the possibility of starting a fire, explosions on land also leave behind thick clouds of smoke that slowly spread across the Battlescape. Aquanauts who end their turn standing in a smoke cloud sustain one to four points of stun damage per turn spent in the smoke. If an aquanaut remains in the smoke cloud, the amount of stun damage increases with each passing turn. You can monitor the mounting stun

damage by checking the Aquanaut Data screen, which is indicated by a purple line superimposed on the Health graph. When this line reaches the end of the Health bar, the aquanaut becomes unconscious. A similar display of smoke damage appears in the Aquanaut Data area of the Battlescape control bar (see Figure 10-13).

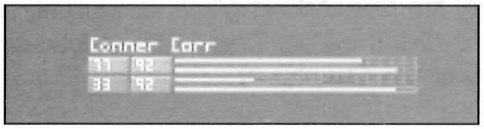


Figure 10-13.
Aquanaut Data Display, Showing the Effects of Mounting Smoke Damage.

In aquatic environments, the clouds produced by explosions become clouds of debris. Underwater debris does not cause smoke inhalation damage to an aquanaut, but it does affect the unit's movement ability (see Chapter 9 for details).

The effects of smoke inhalation are completely negated by Ion and Magnetic Ion armor. SWSs do not suffer from smoke inhalation.

Receiving Fatal Wounds

In addition to the general depletion of an aquanaut's Health, he or she may also receive one or more Fatal Wounds as the result of a particularly vicious attack. Aquanauts can receive Fatal Wounds to either arm, either leg, the head, or the torso. The number of Fatal Wounds received by an aquanaut can be monitored by checking the Aquanaut Data screen during battle.

An aquanaut is affected in a number of ways by a Fatal Wound. First, he or she loses one point of Health each turn for every Fatal Wound he or she receives. Second, Fatal Wounds to the head or gun arm adversely affect the aquanaut's ability to properly use a weapon.

In addition to the effects on weapons accuracy, an aquanaut may also suffer the following effects as the result of a Fatal Wound:

- Each Fatal Wound to either leg reduces the aquanaut's available TUs by 10 percent

- Each Fatal Wound to the torso reduces the aquanaut's Energy by 10 percent.

The effects of Fatal Wounds are in effect every turn until one of the following occurs:

►The wounds are healed with a Medi-Kit.
►The aquanaut returns to an X-COM base for treatment.
►The aquanaut dies.

Healing the Wounded

When aquanauts lose Health points or receive Fatal Wounds in battle, they require medical attention or they may eventually die. Wounded aquanauts who manage to return to an X-COM base recuperate at the base. Those who are injured seriously or too early in the battle to make it back to the base, must receive immediate medical attention in the field.

Fortunately, the Medi-Kit becomes available for research early in the game. This portable device is a combination diagnostic scanner and treatment kit designed to be used even by aquanauts with no medical training. Once your scientists research the Medi-Kit, keep a supply of them on hand and take several along on every combat mission. The Medi-Kit may be used to heal fatal wounds, revive unconscious aquanauts, and restore lost Morale.

To use the Medi-Kit, it must be in the aquanaut's hand. Move to a square adjacent to the injured party and turn so you are facing the victim. (If the victim is unconscious, move into the square where the victim is lying.) Click on the item box containing the Medi-Kit to bring up the Medi-Kit options menu (see Figure 10-14).

Figure 10-14.
The Medi-Kit Options Menu.

When you click the Use Medi-Kit option, the Battlescape view is replaced with a view of the Medi-Kit diagnostic panel (see Figure 10-15 on page 278).

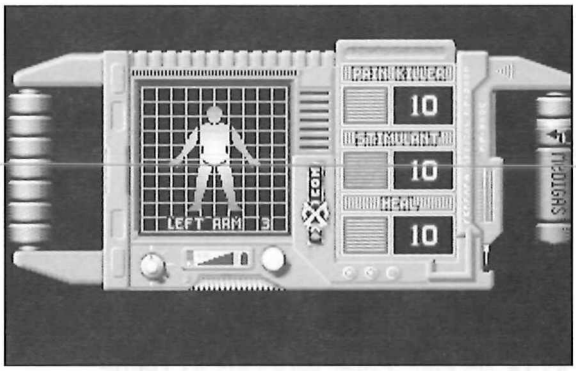


Figure 10-15.
The Medi-Kit Controls.

The green diagnostic screen on the left shows a medical scan of the injured aquanaut. The scan is divided into six body areas: head, left arm, right arm, torso, left leg, and right leg. When an aquanaut sustains a Fatal Wound to one of these six body parts, that part of the screen turns red. The name of the injured body area and the number of Fatal Wounds in that area appear at the top of the diagnostic screen when you click on the injured body part.

To the right of the diagnostic screen are three buttons for controlling the healing functions of the Medi-Kit. Each of these three buttons administer a different type of medication to the injured aquanaut. The numbers next to each button indicate the quantity of doses remaining of each drug (a new Medi-Kit contains 10 doses of each drug).

These medications perform the following functions:

- **Green (Pain Killer)** Restores an injured aquanaut's Morale. Each dose administered increases the aquanaut's Morale level a random number of points, from one point to the total number of Health points the aquanaut has lost. (For example, an aquanaut who has lost 12 points of Health can receive an increase of anywhere from one to 12 points of Morale from a single dose of Pain Killer.)

- **Orange (Stimulant)** Helps revive unconscious aquanauts. Each dose of Stimulant heals a random amount of the injured aquanaut's stun damage and may also restore some lost Health points.

- **Blue (Healing)** By far the most powerful treatment in the Medi-Kit, each dose cures one Fatal Wound. To apply healing to a wound, first click the wounded body part on the Medi-Kit's diagnostic scanner, then click the Healing button.

Each dose of medication costs 10 TUs to administer. A wounded aquanaut cannot use a Medi-Kit on himself; medical treatment must be administered by another aquanaut.

If you see one of your aquanauts get shot during the alien movement phase, and the aquanaut survives, make sure that you check him or her for Fatal Wounds. That way, you can heal them before the wounds cause the aquanaut's untimely demise.

The Effects of Morale

At the start of a battle, all aquanauts have a Morale rating of 100 percent. Morale level changes through the course of the battle as certain conditions change. Morale is influenced in a positive way by the presence of higher ranking officers on the mission. Another positive influence is the death of an alien.

Morale is influenced negatively when an aquanaut is injured, when the battle turns against X-COM, and when another X-COM aquanaut dies (the higher ranked the aquanaut, the more profound the effect on Morale). The higher an aquanaut's Bravery, the more slowly he or she loses Morale points.

Every turn in which an aquanaut's Morale drops to 50 or below creates an opportunity for the aquanaut to panic. The percentage chance for an aquanaut panicking each turn is as follows:

100 - (Morale x 2) %

For example, an aquanaut has a Morale rating of 40. The aquanaut's chances of panicking are 100 - (2 x 40) percent, or 20 percent.)

When an aquanaut panics, one of the following actions occurs:

- The aquanaut freezes in position, losing all TUs for the current turn.
- The aquanaut drops his or her weapon and runs away in a random direction, using up all TUs for the current turn.
- The aquanaut goes berserk and fires his or her weapon in random directions until all TUs are expended for the current turn.

The same sort of panic may result when an aquanaut falls victim to a molecular control "Jam Implant" attack.

Stun and Freezing Damage

Two weapons in the game, the Thermal Tazer and the Thermal Shok Launcher, are made specifically to produce stun damage only. When the amount of stun damage sustained by a unit exceeds the unit's total amount of Health points, the unit becomes unconscious. Stun damage is shown on the target's Health graph in the same way as smoke damage (see Figure 10-13). Targets that have already received some stun damage are easier to stun into unconsciousness.

The Thermal Tazer is used in the same manner as bladed weapons. It produces a freezing charge that inflicts 80 points of stun damage to a target.

The Thermal Shok Launcher is used in the same manner as any ranged weapon. The Thermal Shok Bomb fired by this weapon delivers 120 points of stun damage to the target.

You can also stun a target with standard weapons. In addition to the killing damage imposed by each shot, a certain amount of shock damage is also inflicted. Targets that have already sustained some stun damage may become unconscious from the effects of a shot or nearby explosion even tough they have not taken enough Health damage to be killed. You can easily tell when an alien is stunned rather than killed, because stunned aliens don't scream when they fall.

The amount of stun damage produced by weapons is based on one of the following two conditions:

1. When calculating damage for either the Thermal Tazer or Thermal Shok Launcher, the following equation applies:

Stun Damage = (Target's Current Stun Damage) + (Weapon's Stun Damage Rating - Target's Armor)

If the unit's armor strength is less than the amount of stun damage inflicted by the weapon, then the target's Health is 0 (target becomes unconscious).

2. When determining if a target is stunned rather than killed by explosions or a shot from a lethal weapon, the weapons damage is first calculated normally. Then, the following information is checked: If the

current Stun Damage is greater than the target's Health, the target becomes unconscious.

Stun damage is only temporary. Victims of stun attacks recover at the rate of several points per turn until they eventually revive and recover entirely.

Like aliens, X-COM aquanauts are susceptible to the effects of stun attacks. You can monitor an aquanaut's Health bar to keep track of the amount of stun damage he or she has received. The purple line in the center of the Health bar shows the aquanaut's current amount of stun damage.

The Advantages of Freezing Aliens

No, it's not to keep them from spoiling.

Seriously, the research and interrogation of live aliens is vital to your success in *Terror from the Deep*. In order to perform this research, you must bring back live aliens from the sites of assault missions–which requires incapacitating the aliens without killing them. Weapons that produce freezing damage allow you to do this.

In addition to the necessary task of capturing live aliens, the Thermal Tazer is the best weapon to use early in the game against Lobster Men. Until research is complete on the Thermal Shok Cannon and the three bladed weapons, the Tazer is the only weapon that does more than 30 percent damage to these creatures. Of course, the Lobster Man is only stunned, but stunned is as good as dead when it comes to ending a mission.

General Tactics for Assault Missions

Chapter 11 discusses the details of each type of combat mission encountered in the game, giving you the specifics of what you need to do and to watch out for in each situation. But there are a number of general tactics that apply to almost every type of assault mission. These are discussed in the following sections.

Exiting the Transport Sub

With the exception of X-COM base defense missions, your aquanauts and SWSs always start an assault mission inside a transport sub. At this point in the mission, the only part of the Battlescape visible are the few squares immediately surrounding the submarine. Aliens may be hidden anywhere outside this small radius, so it is important that you exercise caution when exiting the submarine.

First Turn Strategy Utilizing SWSs

If you have any SWSs on board, these units are always positioned first in line at the door, which is a good place for them. You can use these armored vehicles in the first move to scout a wider area around the door and to draw fire from hidden aliens who may be nearby, while allowing your more fragile aquanauts to remain safely inside the sub.

Select the SWS closest to the door as your active unit. Before exiting, find out how close your submarine is to the edge of the Battlescape map. The easiest way to do this is to take the cursor and move it around in the darkness surrounding the sub. When you hit a map edge, the cursor disappears. (If the sub is very close to the map edge (it usually is), it is unlikely any aliens are hiding in the direction of the map edge. This makes one less direction you have to worry about looking when you first disembark from the sub.)

Reserving time for a snap shot, move the first SWS through the door, one SWS length away from the sub. If an alien is immediately spotted, shoot it. If not, spin the SWS in place 45-degrees at a time to reveal a wider portion of the landscape. If no aliens make their presence known, move the SWS into a position where it can see some of the terrain on the opposite side of the sub. By now, the SWS has probably run out of TUs, but a much wider swath of the landscape is now visible.

If you have a second SWS aboard, also move it out and scout in a similar manner in a different direction. Don't waste time moving toward the map edge if you are very close to it. Figure 10-16 (see page 283) shows the possible positions for your SWSs after they have performed their first-turn scouting mission. Note the amount of resulting extra terrain revealed.

Figure 10-16.
SWS Deployment on the First Turn.

Not only does this tactic reveal a great deal of terrain, it also allows you to clear the immediate area of aliens without risking the lives of your aquanauts. SWSs can absorb a lot more hits than your aquanauts.

After the SWSs are out, move out two or three aquanauts and place them in the positions shown in Figure 10-16. Make sure they spread out. On ensuing turns, move your aquanauts out of the sub in twos and threes after the ones who have already exited the sub have moved away. This keeps you from bunching your people together in one place.

First Turn Strategy Without SWSs

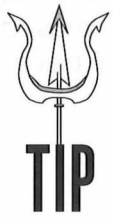
If you don't have an SWS to send out the door first to draw possible alien fire, first turn exploration is a bit more risky. Start by finding the edge of the map just as before. Then, select the aquanaut who is to be sent out the door first.

The first guy out the door should be either well protected by armor or expendable. This is a good time to take those sub-average aquanauts and put them to good use. You won't mind as much if a worthless seaman gets shot as soon as he steps out the door, versus when an alien assassinates a seasoned veteran.

Advance the first aquanaut one space out the door. If no unpleasant surprises occur, run him around the nose or tail of the sub, then put him in a kneeling position where he can see at least some of the terrain on the other side. Send the next aquanaut out in the opposite direction (again, avoid exploring near the map edge if you are close to it). Finally, if the coast is clear, send two of the more valuable aquanauts out to take up positions on either side of the door. At the end of your first movement phase, if all goes well, you should be in a position similar to the one in Figure 10-17 (see page 284).

Figure 10-17.
First Turn Deployment Without an SWS.

Again, on ensuing turns send aquanauts out two or three at a time, and avoid bunching them together.



When sending aquanauts out the door of a Triton and around the back of the sub, watch out for those stupid wings. Unless you take extra care when you plot the aquanaut's course, he or she is bound to attempt to walk over the wing. This adds significantly to movement costs and is likely to leave the aquanaut standing on the wing at the end of the turn, just waiting to be shot.

Moving in Formation

In his Notebook (a copy of which is included with *Terror from the Deep*), X-COM Commander Jake Gaston includes notes from a lecture on basic combat tactics given by Russ "D-Day" Sharp. In this lecture, Sharp touches on the importance of moving in formation and keeping your aquanauts spread out rather than in tight groups.

The best formations consist of groups of two or three aquanauts from one another by about five squares. This distance keeps them out of range of the worst part of the explosion (should a grenade be thrown in between them), but close enough to provide supporting fire for one another should they need it. Figure 10-18 (see page 285) shows an example of a good three-aquanaut formation.

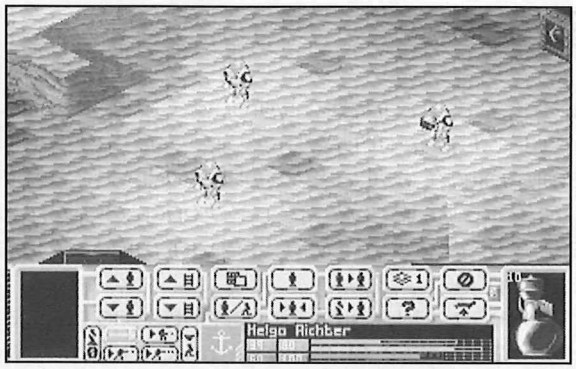


Figure 10-18.
A Three-Man Formation.

The closer together a group of aquanauts are to one another, the more likely it is that an attacking alien may choose a grenade or other high explosive as its weapon of choice. When moving multiple groups of aquanauts, it is just as important to keep the groups separated as it is to keep the individual aquanauts separated.

Using Natural Cover

"D-Day" Sharp's notes on tactics in Jake Gaston's notebook also discuss the importance of using natural cover. The notebook provides an example of an aquanaut moving from hiding place to hiding place as he makes his way across the Battlescape.

Although this may be a valid idea in certain situations, the fact is there just isn't that much cover available in most Battlescape configurations. A better idea is to plan aquanaut movement in such a way that the aquanaut ends his or her movement near an object the aquanaut can kneel behind after firing his or her weapon. Medium-sized rocks, the wings of a Triton sub, and small coral formations provide good potential hiding places.

Avoid ending an aquanaut's movement beside or behind objects that explode when shot. These include oil barrels, stockpiled weapons (inside Sub Pens during a base defense), and underwater oil rigs. Even if an aquanaut takes cover behind one of these objects, a stray shot can kill him just by hitting the object and causing it to explode.

Finally, if you want to fire a weapon, don't hide an aquanaut behind something that is as tall as or taller than the aquanaut. The barrier protecting the aquanaut from enemy fire in a given direction also prevents the aquanaut from firing in that direction.

Getting the Most Out of the Big Guns

Powerful weapons such as the Gas Cannon, Hydro-Jet Cannon, and especially the Disruptor Pulse Launcher, which are loaded with destructive high explosive ammunition, make a valuable addition to any assault mission (provided you are in the weapon's proper element). There are, however, certain things you should keep in mind when distributing and using these weapons.

First, give the "big guns" to strong aquanauts. Aquanauts who have a low Strength rating don't have a chance of moving more than a few steps at a time when carrying these heavy weapons and their heavy ammunition. And don't trust the computer to pick the best candidates for heavy weapons when weapons are distributed at the start of a mission! More often than not, the computer gives heavy weapons and all their ammunition to aquanauts who can barely carry a pistol. Always check weapon distribution before beginning a mission.

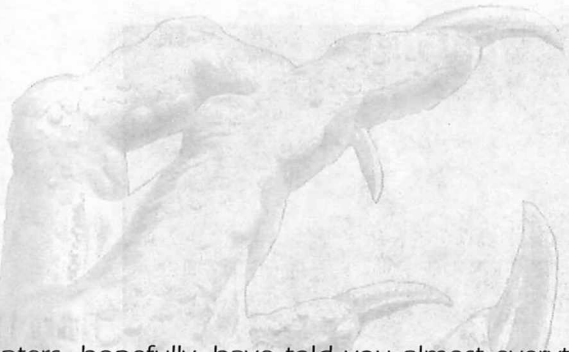
Also, don't give these weapons to aquanauts with low M.C. Strength. The last thing you need is to have one of your own aquanauts pointing a loaded Disruptor Pulse Launcher at his own squad and pulling the trigger.

Next, if the aquanaut with the heavy weapon is not a very accurate marksman, never leave him with enough TUs to take an opportunity shot while other aquanauts are between him and the alien target. Although it is possible that the aquanaut may hit the right target, it is just as likely he will fire a high explosive round right in the middle of his formation.

Finally, keep aquanauts with heavy weapons in open spaces as much as possible. Sending aquanauts thus armed into a narrow corridor is foolish. If they come face to face with an alien, the heavy weapon can't be fired without killing the aquanaut, as well. When firing any high explosive round, the aquanaut should do so from outside the explosion's blast radius. Let them clear an area from a distance, then send in aquanauts with less destructive weapons to do the clean-up work.

Chapter 11

Assault Missions



The preceding chapters, hopefully, have told you almost everything you need to know about the components and the mechanics of *X-COM Terror from the Deep*. That leaves just one more area to cover: assault missions.

Assault missions take many different forms, from the exploration of alien submarines to raids on alien colonies. The continued operation of the entire X-COM operation, not to mention the fate of the world depends on how successfully you handle assault missions as they arise.

This chapter deals first with the preparation involved in launching an assault mission. Afterwards, each type of assault mission, including the final assault on the main alien colony, is discussed to give you an idea of what to expect in each situation.

Preparing for the Assault

When any type of assault mission arises, you must take certain steps to prepare for the mission. The next few sections cover some of the things you need to do and consider prior to launching and before sending your units out onto the Battlescape.

Loading the Transport Sub

Before you leave your base for an assault mission, stock your transport sub with the aquanauts,' equipment and weapons needed to complete the mission.

At the start of the game, your Triton sub is automatically loaded with eight aquanauts and enough weapons to supply their immediate needs. To add to or change a transport sub's existing payload or to load a new transport sub, click the Equip Submarine option on the Base Display. This brings up a list of the submarines stationed at the base. Click the name of the transport sub you wish to equip. to bring up the Equip Submarine screen for that sub (see Figure 11-1).

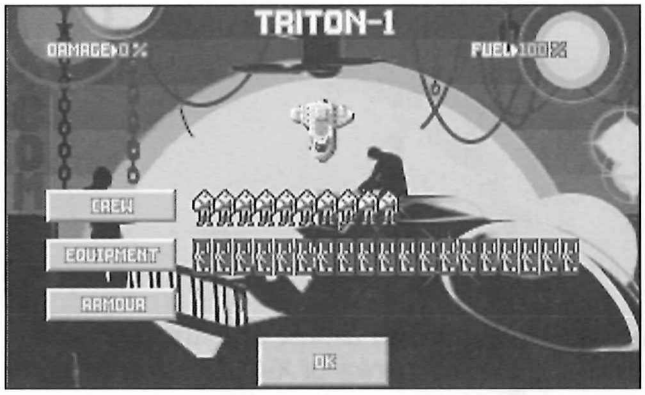


Figure 11-1.
The Equip Submarine Screen for the Triton Sub.

The Equip Submarine screen for a transport sub differs slightly from that of an intercept sub (see Chapter 8) in that it includes control buttons labeled Crew, Equipment, and Armor. These options allow you to assign an assault squad to the sub and to load weapons and equipment into the sub's cargo area. (The Equip Submarine screen for the Triton also lacks the displays for sub-mounted weapons found on the Equip screen for other craft, since the Triton has no weapons capability.)

To assign aquanauts to serve aboard the transport sub, click the Crew button. This brings up the Select Squad screen for the sub (see Figure 11-2).

Figure 11-2.
The Select Squad Screen.

Each transport craft provides a designated amount of space for carrying aquanauts, or a combination of aquanauts and SWSs. Two statistics appear just below the submarine name on the Select Squad screen: Space Available and Space Used. Space Available shows the amount of space remaining aboard the craft for carrying aquanauts. Space Used lists the amount of space already occupied. Each aquanaut takes up one unit of space aboard the transport sub.

Below this information is a roster of all aquanauts stationed at the base, listing the aquanaut's name, the aquanaut's rank, and the name of the transport sub to which he or she is assigned (if any). To place an aquanaut aboard the transport sub, click the aquanaut's name. When you finish assigning aquanauts to the sub, click OK to exit.

To load or unload weapons, SWSs, and other equipment aboard the transport sub, click the Equipment button. This brings up the Select Equipment screen (see Figure 11-3).

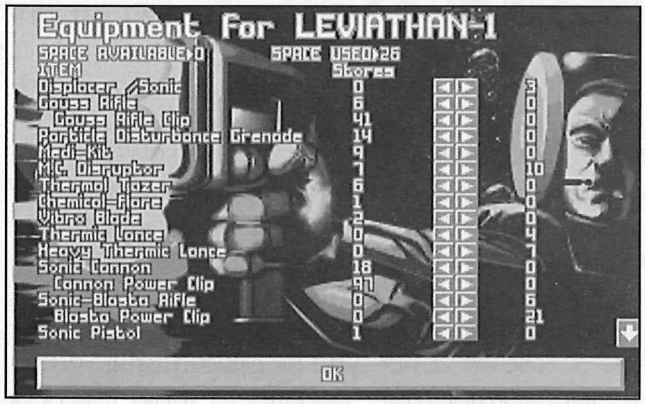


Figure 11-3.
The Select Equipment Screen.

Like the Select Squad screen, the Select Equipment screen lists the sub's name at the top, and the space available and space used information directly below. Under this information is a complete list of all weapons, ammunition, SWSs, and other equipment currently stored at the base (excluding items stored on other transport subs).

To the right of the item names on the list are two columns of numbers, separated by ← and → buttons on each line. The left column of numbers shows the quantity of each object currently stored at the base. The right column shows the quantity of each object that has already been loaded onto the transport sub. To load an object onto the sub, click the → on that item's line. Continue until the desired number of objects has been loaded. To remove something from the sub, click the ← on the appropriate line. When all items have been loaded, click on OK.

You may load up to 80 spaces worth of equipment onto any transport sub. These 80 spaces exclude SWSs, which are loaded into the crew compartment. Each SWS takes up four spaces in the crew compartment.

Due to the way the game calculates space for stored objects at X-COM bases, you might run into a strange situation from time to time when attempting to load and unload equipment for a transport sub. Let's say you just removed 20 cargo spaces worth of items from General Stores and loaded them aboard the transport sub. Immediately, you attempt to remove 10 spaces worth of items from the sub and place them in the base, but are informed there is "not enough space" at the base. This odd occurrence seems to have something to do with the myriad items regularly brought back from assault missions, making the base's General Stores overflow. The only way around this problem is to build another storage facility or to sell off unwanted items.

To choose armor for the aquanauts aboard a transport sub, click the Armor button. This brings up the Select Armor roster listing the names of all aquanauts stationed at the base, the name of the sub to which they are assigned (if any), and the type of armor they are currently wearing.

To equip an aquanaut with armor, click the aquanaut's name. This brings up a window listing all armor types available along with the number of each available. Chose an armor type by clicking on it. When the window closes, the Select Armor roster updates to show the new armor type chosen for the aquanaut.

Armor may be transferred from one aquanaut to another by clicking an aquanaut who is wearing the desired armor, and selecting None as his or her armor type. The armor the aquanaut formerly wore is placed into storage and now appears in the armor list window when you click another aquanaut.

Planning Your Launch Time

Once you load all aquanauts, SWSs, and equipment onto your transport sub, you are ready to launch your troops into battle at a moment's notice. However, even though most assault missions require an urgent response, you don't need to launch your transport sub the second the

assault site appears on the Geoscape. Some amount of strategy is involved in deciding when to begin an assault mission.

It is much more difficult to fight in the dark than it is during broad daylight. The darkness of the Battlescape further diminishes the already limited sight distance of your aquanauts by the, making it easier for aliens to find shadowy places to hide. Adding to this difficulty is that the aliens, who were genetically engineered to operate at extreme ocean depths where sunlight never penetrates, can see just as well in absolute darkness as during the day. While your aquanauts blunder around in the dark looking for the aliens, the aliens casually stand in the shadows, targeting your aquanauts for death.

Using Chemical Flares helps make things a little easier to see, but their illumination radius is limited. Nothing beats good, old-fashioned sunshine for lighting up the Battlescape.

You can guarantee a daytime assault mission by properly timing the launch and/or landing of your transport sub. When an assault site presents itself, check its position on the Geoscape map. By watching the movement of the sunlight terminator (the line between light and dark moving across the map), you can tell whether the assault mission site is in sunlight or darkness.

One way to make sure you land during the day is to send your transport sub to the assault site as soon as it appears. As the sub approaches the assault site, switch the game-time to five seconds and wait for the sub to arrive. When the sub reaches the assault site, and you are asked if you are ready to land, click No. The sub remains at its current position, awaiting orders. Check to see if the landing site is currently in daylight. If not, wait until the sunlight terminator passes over the site. Once the landing site is properly lit, click on your sub and order it to land and begin the assault mission.

The other way to ensure a day landing is to wait until the site is properly lit before launching your mission. This is a little more difficult to plan, because you must take into account the travel time to the site. However, if you time things correctly, this plan can work just as well.

When playing the waiting game, make sure not wait too long before launching. Almost every type of assault mission site remains on the Geoscape map for a limited time, as follows:

- **Downed Alien Subs** One to four days
- **Alien Sub Touch-Down Sites** Four to 12 hours
- **Terror Sites and Synomium Activity Sites** Four to 10 hours
- **Alien Colonies** Until destroyed

All missions, with the exception of terror sites, start or take place entirely underwater. The amount of sunlight that penetrates to the ocean floor varies with the water's depth. Missions involving downed subs and alien touch-down sites can take place at any water depth.

To find out the water depth in advance, click on a sub that has touched down or click on a moving alien sub just prior to shooting it down with an intercept sub (the depth information is given in the Alien Sub Data window). The depth of Synomium activity sites also varies, but alien colonies are always in deep water. Even during the day, deep water missions take place in a dark, murky environment. There is no way around this, so take along some Chemical Flares.

Daylight is especially helpful in terror site missions. Whether they take place on a ship, in a port, or on an island, every bit of light helps to make your job easier. Unfortunately, since terror sites stay on the map for a very limited time, you can inadvertently wait too long, allowing the terror site to disappear. This means a big loss of points for ignoring the terror site. You also lose additional points for every touched-down alien sub that successfully completes its mission, as well as for every Synomium activity site that is allowed to run its course without intervention. If you think the assault mission site might disappear before sunlight, it is better to take a chance fighting in the dark rather than to allow the aliens' mission to run its course.

Lock and Load!

Upon arriving at the site of any type of assault mission, you can equip your aquanauts prior to their departure from the transport sub. After the introductory screen explaining your mission, the Equip Squad screen appears (see Figure 11-4).

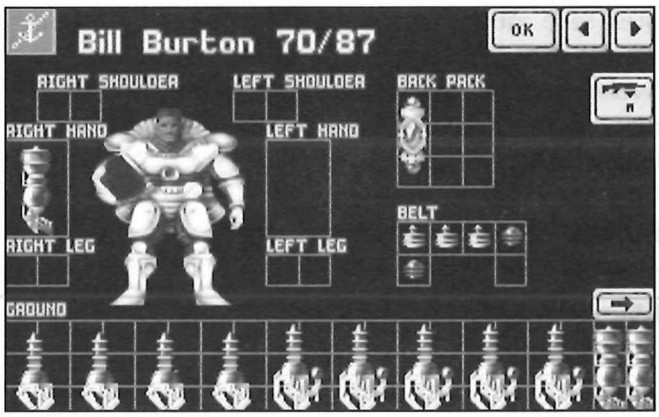


Figure 11-4.
The Equip Squad Screen.

This screen, which is nearly identical to the Equip Aquanaut screen, accessible from the Battlescape, shows one of your aquanauts dressed in his or her armor and carrying a number of weapons and other pieces of equipment. The Ground section of the screen (the row of boxes below the feet of the aquanaut) displays all of the pieces of equipment in the transport sub that have not yet been given to any of your aquanauts. (For a complete explanation of each section of this screen and its controls, refer to the description of the Equip Aquanaut screen in Chapter 9.)

The game automatically chooses weapons and equipment for each of your aquanauts from the available pool of equipment stored on the sub. You can scroll through all the members of your squad, using the [←] and [→] at the top of the screen.

The game's choice of weapons is seldom (if ever) acceptable. Often, the weakest members of the squad receive the heaviest weapons. Aquanauts with low Firing Accuracy get the weapons requiring the greatest marksmanship. All aquanauts are so loaded down with ammunition, Medi-Kits, and other equipment that most of them could barely move if sent into battle so equipped.

You can change the equipment carried by your aquanauts by clicking on the objects they are carrying, dragging the object to an empty space in the Ground area, and clicking again. Then, click the new item you want to use and drag it to the aquanaut's hand or into one of his storage areas (for example, belt and back pack). You may also load and unload weapons, and re-arrange the aquanaut's equipment among his or her carrying spaces on this screen.

When equipping your aquanauts, base your choices on each individual's stats. You can view each aquanaut's stats by clicking on his or her rank insignia in the top left corner of the screen. Make sure the weapons you choose match the aquanaut's arms capabilities (Firing Accuracy or Throwing Accuracy). Also check each aquanaut's Strength against the combined weight of all items carried to ensure you do not overload the aquanaut. (For details on encumbrance, see Chapter 9.)

You probably discovered early in the game that if you don't get all the equipment you need when you're on the Equip Squad screen at the start of the mission, you can re-enter the transport sub, find the square where the weapons are piled, and pick up what you need. This is true when you use the Triton as a transport sub, but not when you use the Leviathan. Unused equipment from the Equip Squad screen is inaccessible from the Leviathan once you click OK.

None of the activity on the Equip Squad screen requires any of your aquanauts to expend any TUs. Therefore, this is an excellent time to make sure everyone is equipped the way you want them to be, carrying the items you want them to use. Manipulating items, loading and unloading weapons, and all other activities of this kind consume TUs when performed from the Equip Aquanaut screen on the Battlescape.

In two- and three-part missions–such as alien colony assaults, certain terror sites, and the final mission–the Equip Squad screen appears at the start of each segment of the mission.

Be careful not to click the right mouse button at any time while on the Equip Squad screen or while viewing an aquanaut's statistics on the Aquanaut Data screen during the equip squad process. This exits the equip squad process and starts the mission, whether or not you have finished equipping your aquanauts.

Save the Game!

After you have finished equipping your aquanauts, you are immediately transported to the Battlescape and X-COM's first movement phase begins. At this point, you should save your game. Having a saved game at the very start of the mission allows you to go back and start over if things go terribly wrong during the course of the battle.

Some consider this a cheat, and there is some validity to this point. One of the wonderful things about the game is that, once a mission has been initialized, all aliens begin the game in the same positions on the Battlescape. This means that you can play through part of the mission and find out where many of the aliens are hiding. Then, in order to get through the mission without making any mistakes, you can reload a save from the beginning of the mission and start over. The second time around, you know where the aliens are, and you can avoid any unpleasant surprises.

To abort a mission and reload from a saved position, you must first abandon the mission in progress by clicking the Dust Off button, then reload the saved game from the Geoscape Options menu.

Whether or not to return to a saved position when things go wrong is a matter of taste and playing styles. However, it makes things a lot easier in the long run.

Dusting Off

When the odds are stacked against you, retreat is sometimes the only option. You can abort any assault mission at any time by clicking the Dust Off button on the Battlescape Control Bar. This option orders the transport sub to immediately leave the area and return to base. When you choose this option, you leave behind all X-COM aquanauts and SWSs who are outside the transport sub, and they are considered missing in action. Before you commit to your decision to dust off, a warning appears telling you how many units are on the sub and how many are being left behind (see Figure 11-5).

Figure 11-5.
Deciding Whether or Not to Dust Off.

If you have no units inside the sub at the time you choose to dust off, the transport sub itself is lost and considered missing in action.

The rules applying to dust off vary depending on the type of assault mission taking place. In single part terror missions, as well as in all sub assaults and all search and recovery missions, the dust off option works as described above. That is, all units inside the transport sub are transported back to the base, and all units outside the sub are left behind.

In two-part terror missions, dusting off works as described above during the first part of the mission. The second portion of the mission, however, works in a slightly different manner. When your squad completes the first half of the mission, they are transported to a cargo area in the lower portion of the ship. As they begin the second half, your units stand on a portion of the floor that is striped and looks different from the rest of the floors on the ship. When you choose to dust off in this portion of the mission, any units you want transported back to your base must be on this special section of flooring–known as the Exit Area. Any units located elsewhere are left behind.

Alien colony assaults and Synomium activity sites use the Dust Off option for another purpose (in addition to the normal one). There are two ways to complete the first part of these missions: You can kill all the aliens, or you can find the Exit Area leading to the second half of the mission. If you choose the latter option, you must move all units transferring to the second half of the mission onto the Exit Area and click the Dust Off button. When you do so, you receive a report telling you the location of all units (see Figure 11-6). Units in the Exit Area are transported to the second half of the mission. Those inside the transport sub or elsewhere on the Battlescape are left behind (these units are safely returned to the X-COM base if you successfully complete the second half of the mission.) You may also abort the first half of the mission in the normal manner if no units are inside the Exit Area.

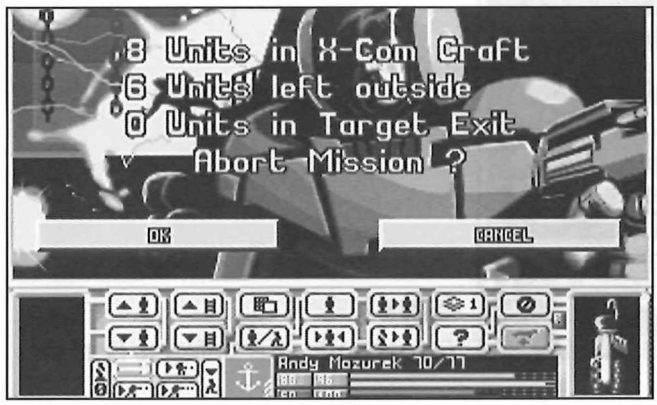


Figure 11-6.
Dusting Off From the First Half of an Alien Colony Mission.

The second half of these missions works in a similar manner to the two-part terror sites. Most of your units begin the second half of the mission in special Exit Areas. When you choose to dust off, all units inside any Exit Area–including the transport sub and any units still inside the sub–transport safely back to the X-COM base. All units left on the Battlescape in the first half, in addition to those outside the Exit Area in the second half, are considered missing in action.

There is yet another use for the Dust Off option in these two missions. After the Synomium device is destroyed, all units must return to an Exit Area, and you must click the Dust Off button to successfully complete the mission. Once again, if you choose to dust off while units remain outside the Exit Area, those units are lost.

There are two other types: The defense of an X-COM base and the raid on the final alien colony. In these missions, using the Dust Off option brings dire consequences. In an X-COM base defense, clicking the Dust Off button surrenders your base to the aliens. You forfeit all personnel,

equipment, weapons, and facilities to the alien invaders. In the final alien colony raid, clicking the Dust Off option signals your failure to destroy the aliens' stronghold, and the game ends with X-COM as the loser. Therefore, the Dust Off option should never be used in either of these situations.

Identifying Objects on the Battlescape

You can easily identify many objects on the ocean floor, as well as at port, island, and shipboard locations. However, in many pieces of equipment found in alien colonies and submarines are not so easily identified. Also, the nature and purpose of some objects on the ocean floor may be unclear.

It helps to have some idea what these objects are and what they do. That way, you can avoid accidentally shooting or blowing up some valuable artifact or piece of equipment. You can also avoid hiding behind and shooting things that can blow up in your face.

Listed here are some of the most common devices, both alien and Terran, you are likely to encounter during assault missions.

ALIEN CLONING

Devices used to perpetuate certain alien species, including the Aquatoids. Of no particular value, except for research and for profits gained from their sale.

ALIEN CRYOGENICS

Containers used for freezing aliens and their specimens for extended periods of time. Of no particular value, except as research curiosities and sale items.

ALIEN ELEVATORS

Pulsating platforms based on standard alien design, used aboard alien subs and inside alien colonies. Elevators showing a sparkling effect above them may lead either up or down; those with no sparkle lead only down.

ALIEN EXAMINATION ROOM

Used for the study of and experimentation on captured subjects. Beneficial as a research topic, but useful only as a sale item after research is completed.

ALIEN IMPLANTER

Used to install molecular control implants into the brains of alien subjects. Valuable for research, but useful as a sale item only after research is complete.

ALIEN LEARNING ARRAYS

Learning computers. Of no value except for research purposes and profit from sales.

ALIEN MACHINERY

Devices like the ones pictured perform no known function, but are found throughout alien colonies. They pose no danger and do not explode.

CRAFT WEAPONS

Highly explosive racked torpedoes found in the Sub Pens of X-COM bases.

ION BEAM ACCELERATORS

Propulsion units utilized by alien submarines. They come in three designs, each of which may explode when hit by weapons fire. Useful in the construction of advanced X-COM subs and shouldn't be destroyed.

OIL DRUMS

Found mostly on ships and at port facilities during terror missions. Highly explosive and flammable.

MACHINERY

Miscellaneous machinery for controlling Terran undersea installations, often seen on the sea floor.

MAGNETIC NAVIGATION

Navigation and control systems of an alien submarine. Explode if shot. Used in the construction of advanced subs and should not be destroyed.

PUMPING STATIONS

Underwater pumping stations for oil and natural gas, found in many areas. Both the central pump and all the pipes leading from it can explode in a chain reaction if hit by a stray shot.

SYNOMIUM DEVICE

Allow aliens to communicate with one another by linking all alien colonies together in a worldwide network. Found in the control centers of alien colonies and Synomium activity sites. Highly explosive. In order to successfully end a colony or Synomium activity mission, you must destroy the Synomium device.

TOXIC WASTE

Dumped on the ocean floor to slowly decay over the next thousand years or so, these bubbling drums of waste material are extremely volatile.

The Missions

Terror from the Deep offers a more diverse variety of assault missions than the selection found in *X-COM UFO Defense*. Assault missions take place in a variety of environments, both on land and below the surface of the world's oceans. Many of the missions are much more involved than the original game and include quite a number of assaults that are divided into two separate missions.

The remainder of this chapter describes the different types of assault missions. Details of the environment, the number and type of aliens likely to be encountered, the traps to avoid, and some tricks and strategies to make things a little easier are covered for each mission type.

Alien Deployment During Assault Missions

Alien deployment refers to the number of each subclass of aliens you can expect to encounter in an assault mission. The numbers and subclasses vary depending on factors such as the mission type and type of alien sub. Table 11-1 (see page 301) shows the alien deployment for each different assault mission scenario.

The total number of aliens in each sub-class is primarily determined by the game difficulty level. For every assault mission situation, Table 11-1 lists a Minimum, Maximum, and Random number for each alien subclass. On Superhuman level, the Maximum number of aliens in each sub-class is present in each situation. For the other difficulty levels, the base number of each sub-class present is determined using the following equation:

(Minimum Number + Maximum Number) / 2 = Base Number Present

On all difficulty levels, a number between zero and the Random number of each subclass is added to the base number of each subclass present. This adds variety to the missions.

The race of aliens found at any mission site varies widely, depending on how far along you are in the game. In the early stages of the game, only the easiest aliens (Aquatoids, Calcinites, and Gill Men, for example) are found in most mission types. As the game progresses, the more difficult aliens begin to crop up. However, no matter which races of aliens

Table 11-1 Number and Sub-classes of Aliens Present During Assault Missions

Mission	Soldier			Sqd Ldr			Technician			Medic			Navigator			Commander			Terrorist		
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Survey Ship	1	1	0	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
Escort	2	4	2	1	2	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
Cruiser	1	3	5	1	1	1	–	–	–	1	2	1	–	–	–	–	–	–	–	–	–
Heavy Cruiser	5	9	4	1	2	0	1	2	0	2	2	0	1	1	1	–	–	–	–	–	–
Hunter	3	5	4	1	1	1	2	4	0	2	2	0	1	1	0	–	–	–	–	–	–
Battleship	4	6	1	1	2	0	1	1	0	1	2	0	–	–	–	–	–	–	3	7	4
Dreadnought	4	8	4	1	2	0	1	2	0	1	2	0	1	3	0	1	1	1	0	4	2
Fleet Supply Cruiser	5	7	6	1	2	0	1	2	0	1	2	0	1	1	1	–	–	–	–	–	–
All Terror Sites (both levels if applicable)	4	6	1	1	2	0	1	1	0	1	2	0	–	–	–	–	–	–	3	7	4
Synomium Sites (both levels)	7	9	5	3	4	2	2	2	1	2	3	1	2	4	1	1	2	1	3	7	2
Alien Colonies (both levels)	7	9	5	3	4	2	2	2	1	2	3	1	2	4	1	1	2	1	3	7	2
T'leth 1	4	6	0	–	–	–	–	–	–	–	–	–	3	5	0	3	5	0	2	4	0
T'leth 2 & 3	6	10	0	3	5	0	–	–	–	–	–	–	–	–	–	–	–	–	7	16	0

KEY

Soldier	Squad Leader	Technician	Medic	Navigator	Commander	Terrorist
[1-3]	[4-6]	[7-9]	[10-12]	[13-15]	[16-18]	[19-21]
1=Min	4=Min	7=Min	10=Min	13=Min	16=Min	19=Min
2=Max	5=Max	8=Max	11=Max	14=Max	17=Max	20=Max
3=Ran	6=Ran	9=Ran	12=Ran	15=Ran	18=Ran	21=Ran

are represented, the numbers and subclasses of aliens encountered remain the same for each mission type at all times during the game.

Exit Areas

Two-part assault missions contain special regions known as Exit Areas. You use these areas to move X-COM units from the first half to the second half of a two-part mission, or to evacuate them from the second half of the mission if you retreat or complete the mission. To transport troops from an Exit Area, click the Dust Off button.

During the first part of an alien colony or a Synomium site, and during the first two parts of the T'leth mission, the Exit Areas are marked with bright yellow ground tiles that sparkle and pulsate. During the first half of shipboard terror sites, as well as during the second half of alien

colony and Synomium site missions, the Exit Areas are the same blue-green squares from which your units start that portion of the mission.

For those of you who prefer to formulate your own strategies, avoid reading the Tips and Tricks section for each type of assault mission.

Alien Sub Search and Recovery

An alien sub search and recovery mission takes place after an X-COM intercept sub successfully shoots down an alien sub and causes it to crash to the ocean floor. Your goal is to search the crash site, eliminate or capture all aliens in the area, and return all items recovered from the site to your base (see Figure 11-7). This is a single-part mission.

Figure 11-7.
Typical Scene From a Search and Recovery Mission.

Environment

Alien sub search and recovery missions always take place underwater, on the ocean floor. The terrain and features found at the site vary widely and may include features, such as coral reefs, volcanoes, lava floes, underwater oil rigs, sunken ships, and toxic waste dump sites. All of these obstacles and terrain features can present hazards to movement and/or health. Certain terrain types also provide a myriad hiding places for X-COM units and aliens alike.

Search and recovery missions may take place at any depth.

Alien Deployment

The number and sub-classes of aliens present at the site of a search and recovery mission depends on the type of alien sub being searched and the level of game difficulty. To estimate the number of aliens present, determine the type of submarine you are exploring and check the numbers listed in Table 11-1 (see page 310) for that particular submarine type.

The number of live aliens encountered during a search and recovery mission may be less than indicated, since some of the aliens may be killed when their sub crashes.

General Tactics

Follow the standard deployment procedures discussed in Chapter 10 to move your units out of the transport sub. Your first priority should be to locate the wreckage of the alien sub. Spread your units out and search as much of the terrain as possible, always reserving Time Units for a snap shot just in case you encounter a stray alien.

Most of the aliens who survive the downing of an alien sub tend to congregate in or near the submarine itself. Once the sub is located, find the door. Station an SWS or an aquanaut with a heavy weapon in a position where he can cover the doorway while you move your strike team into position to enter the alien sub. Send the strike team (three to four aquanauts armed with non-explosive weapons) through the sub door one at a time, then begin your search of the sub. Keep the group spread apart to cover the largest amount of area with the least risk.

While the strike team searches the sub, use other units to continue the search of the rest of the Battlescape and pick off stray aliens.

TRAPS & CAUTIONS

- Avoid running out of TUs just as you enter the alien sub or a closed room. Move your aquanauts into a position one or two squares away from the door, and end the turn. Then, move them in at the start of your next turn. This allows them time to run from the room if they come face to face with an alien.
- Although some aliens may be killed in the crash, there still can be a lot more aliens to deal with than you think, especially when exploring the wrecks of the larger alien subs. Be careful and watch out for strays hidden on the Battlescape.

- Most alien subs contain many small, narrow spaces and small rooms where aliens can be hiding. Study the layout of a sub prior to entering it. (Deck plans for each type of alien sub can be found in Figures 11-9 through 11-16. The key to objects and structures shown on the maps is found in Figure 11-8.) Be particularly careful when entering the rooms to the right and left of the door of a Cruiser.

- Look out for alien sub components that remain intact after the crash and avoid shooting them. Early in the game, this equipment is important to your research, and you should attempt to return it to your base intact.

- Avoid the one-square-wide patches of green seaweed! These things eat your TUs like no other movement square in the game.

TIPS & TRICKS

- **Plot your movement so that aquanauts move around rocks, coral, and other objects that might slow them down.**

- **Keep aquanauts with heavy weapons outside the alien sub. In most cases, alien subs are so cramped that any high explosive is usually lethal to both the target and the aquanaut firing the weapon.**

- **Keep the aquanauts in your search team spread out enough so that aliens aren't tempted to use grenades but close enough to one another to provide supporting fire, if needed.**

- **Wait for daylight before going to the mission site. Although this doesn't matter much if the site is extremely deep, it does make a difference in shallower environments. Downed alien subs stay on the map for up to four days, usually giving you ample time to wait for the light.**

- **If the crash destroys one of the alien sub's outer walls, use this hull breach as an alternate entrance. The aliens inside are more likely to be watching the doors than watching the hole.**

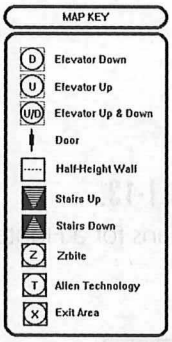
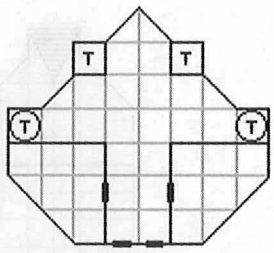
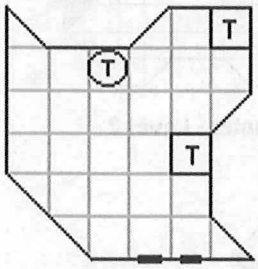


Figure 11-8.
Map Key for Alien Sub Interior Plans.



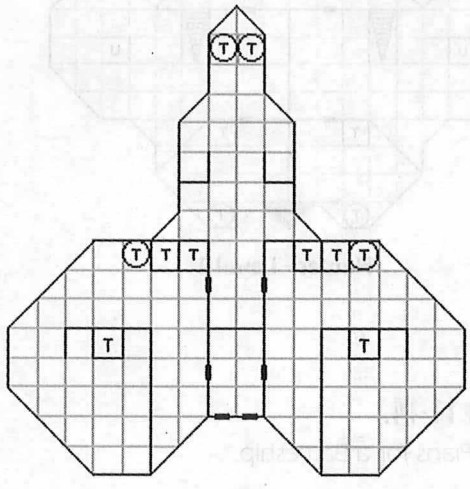
Survey Ship - Level 0

Figure 11-9.
Deck Plans for a Survey Ship.



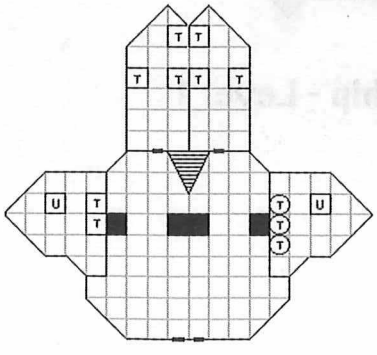
Escort - Level 0

Figure 11-10.
Deck Plans for an Escort.

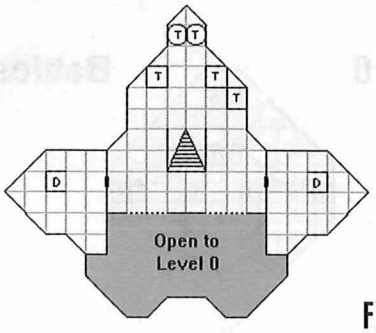


Cruiser - Level 0

Figure 11-11.
Deck Plans for a Cruiser.



Heavy Cruiser - Level 0



Heavy Cruiser - Level 1

Figure 11-12.
Deck Plans for a Heavy Cruiser.

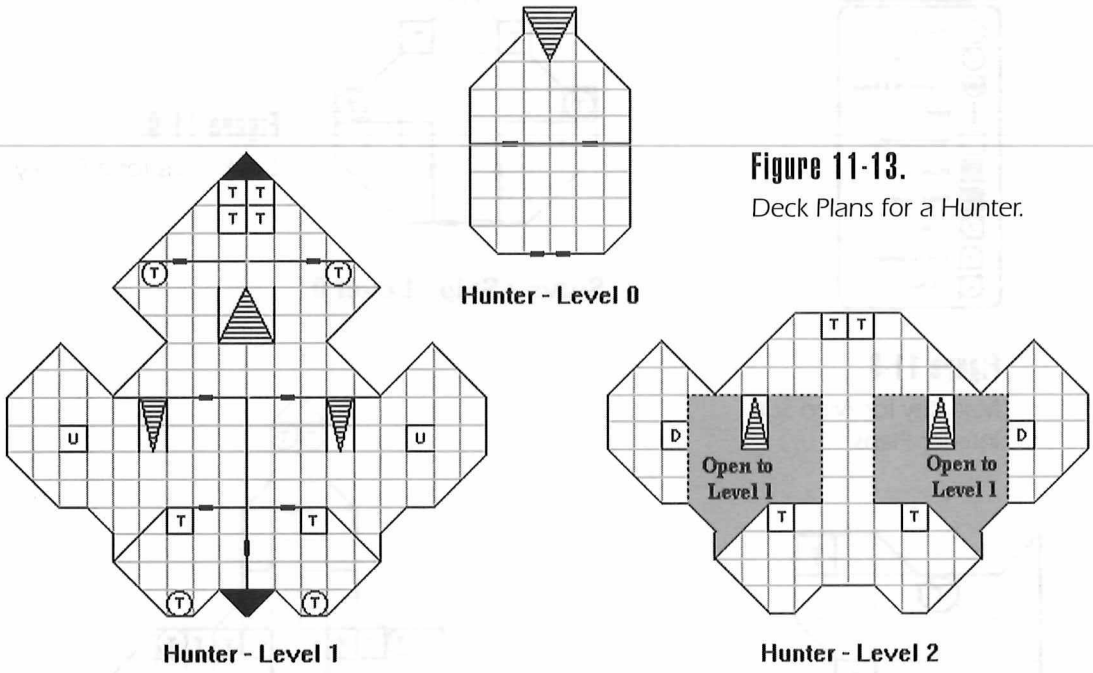


Figure 11-13.
Deck Plans for a Hunter.

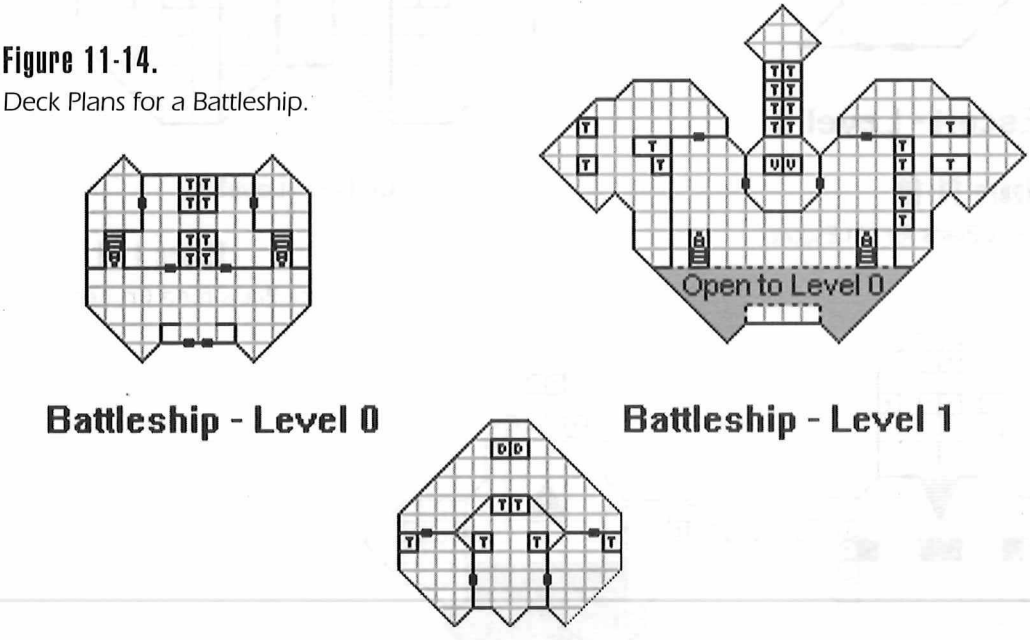
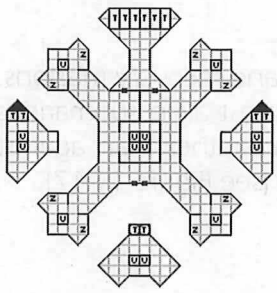
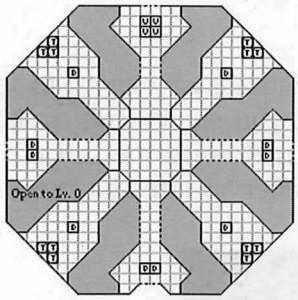


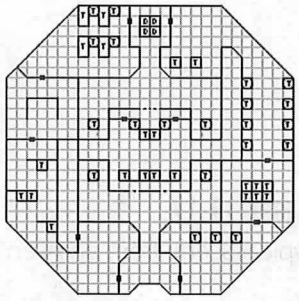
Figure 11-14.
Deck Plans for a Battleship.



Dreadnought - Level 0

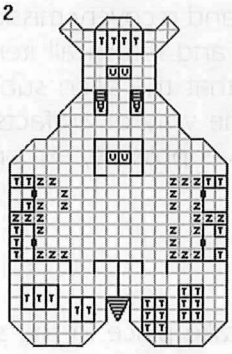


Dreadnought - Level 1

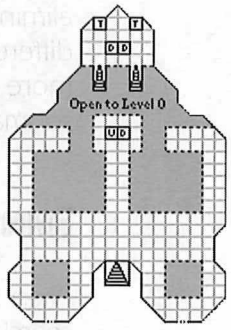


Dreadnought - Level 2

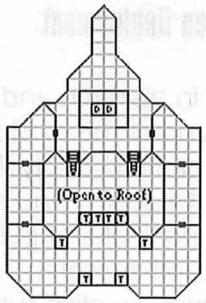
Figure 11-15.
Deck Plans for a Dreadnought.



Fleet Supply Cruiser - Level 0



Fleet Supply Cruiser - Level 1



Fleet Supply Cruiser - Level 2

Figure 11-16.
Deck Plans for a Fleet Supply Cruiser.

Alien Sub Assaults

Alien submarine assaults are very similar to search and recovery missions. The difference is that you launch sub assaults against alien submarines that touch down to perform some sort of mission, rather than against alien subs that crash after a successful interception (see Figure 11-17).

Figure 11-17.
Typical Scene from an Alien Sub Assault.

As in the search and recovery missions, the goals of this mission are to eliminate all aliens and return all items found to your base. The main difference here is that the alien sub starts out completely intact with more to offer in the way of artifacts and equipment than a wrecked submarine. Whenever possible, explore alien subs that are undamaged.

Environment

Alien sub assaults take place in the same underwater environments as search and recovery missions, and at any depth.

Alien Deployment

As in a search and recovery mission, the number and sub-class of aliens found at the mission site depends on the type of alien sub and the level of game difficulty. Deployment for an alien sub assault is identical to that of the search and recovery mission; it depends on the type of submarine being explored (see Table 11-1. See page 301).

Unlike search and recovery missions, all aliens are alive and well during an alien sub assault.

General Tactics

During an alien sub assault, follow the same general tactics recommended for the search and recovery mission.

TRAPS & CAUTIONS

Use extreme caution when exploring larger subs, such as the Battleship and the Dreadnought. These ships contain nearly as many aliens and terrorists as any alien colony. In addition, these larger subs provide dozens of places where aliens can hide and ambush unsuspecting aquanauts.

See the Cautions and Traps section under Alien Sub Search and Recovery for more information.

TIPS & TRICKS

Searching an alien sub that touches down intact is always more profitable in terms of equipment and artifacts than alien subs that your interceptors shoot down. You can explore subs that touch down by waiting for them to appear and sending your transport sub to the touch down site, or you can send your transport sub out as an interceptor and follow the alien until the sub touches down.

Take extra care when engaging in battle with aliens inside the alien sub. The added value of assaulting an alien sub while it is intact is all but lost if you destroy most of the sub's components while firing wildly about the sub's interior.

If you happen to possess a Disruptor Pulse Launcher and Magnetic Ion Armor, you can make a surprise entrance into the larger alien subs. Target the outer skin of one of the upper levels of the sub with the Disruptor Pulse Launcher and fire. This usually opens a hole in the hull large enough for an aquanaut to fit through.

Then, send an aquanaut in Magnetic Ion Armor through the hole. Non-conventional entrances usually surprise aliens. This tactic may allow you to achieve the element of surprise.

Alien Colony Assaults

Alien colonies are scattered throughout the oceans of Earth. X-COM patrols discover the locations of these colonies, which change from game to game, while surveying the regions in which the alien sites are

located. When an alien colony is located, a message window notifying you appears on the Geoscape.

There are several reasons for assaulting alien colonies. First, their presence causes you to lose points. The longer the colony remains in existence, the more points you lose. Second, the destruction of an alien colony greatly pleases the funding organization whose territory the colony occupies. Finally and most importantly, you are most likely to find alien commanders in alien colonies. The capture and interrogation of these high-ranking aliens is crucial to the completion of the game.

Environment One—The Colony Entrance

Unlike alien base assaults in *X-COM UFO Defense*, alien colony assaults consist of two consecutive rounds of combat, each of which consists of a full-blown assault mission in and of itself. The first level takes place on the ocean floor above the colony entrance–a very dark, deep water location.

The colony entrance is a two-level, cross-shaped structure extending across most of the Battlescape. Several small turrets of unknown function sit in the corners of the map. These often act as hiding places for aliens. The large, central portion of the main structure is the control room and the entrance to the alien colony itself.

Your transport sub lands in a random location somewhere near the main structure. The area between your sub and the alien structure, although it has some minor terrain variations, is devoid of cover.

Alien Deployment One—The Colony Entrance

Alien deployment for the first portion of an alien colony assault always consists of the same mix of alien sub-classes. The number of aliens present depends on the level of game difficulty. See Table 11-1 (page 301) for details on colony deployment.

General Tactics One—The Colony Entrance

Gaining entrance to the structure housing the colony entrance is one of the most difficult tasks in attacking an alien colony. Your transport sub is usually within two turns' movement of the structure itself, but depending on the position of the sub, you may have to search for an

entrance. Figure 11-18 shows a map of the structure. Although there are several entrances, none lead directly into the central command core that houses the entrance elevator to the lower levels of the colony. This structure is identical in every colony attack mission.

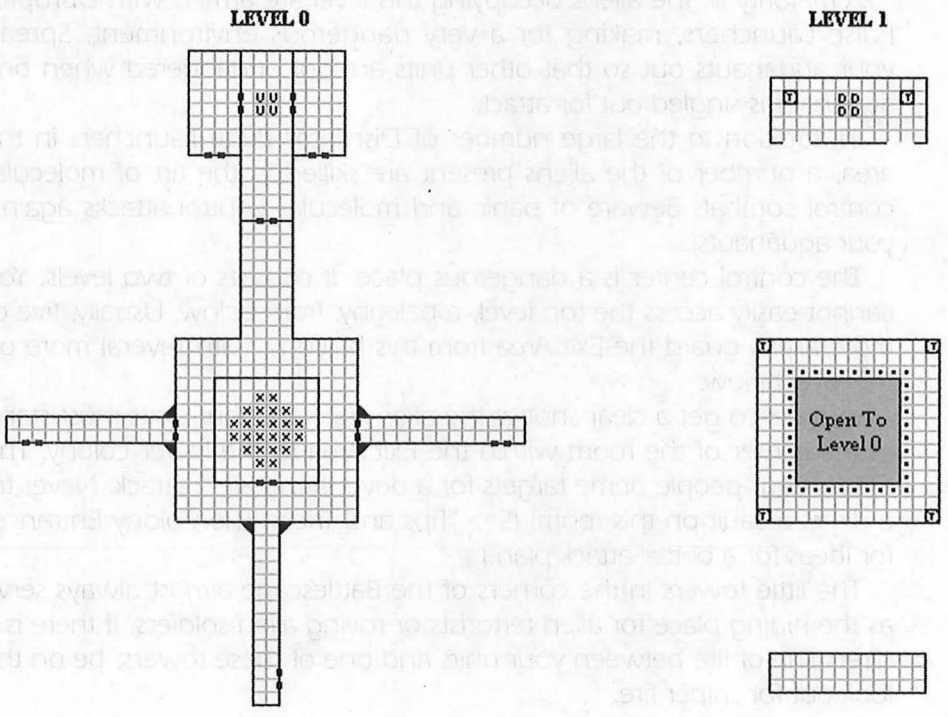


Figure 11-18.

A Map of the Structure Guarding the Entrance to an Alien Colony

Exit the submarine using the standard deployment techniques discussed in Chapter 10. As quickly as possible, identify the part of the structure closest to your sub and find the nearest entrance. This is a dangerous part of the mission: The stark landscape leaves your units exposed to alien fire from almost every angle as soon as they leave the cover of the transport sub.

When you find an entrance, enter cautiously using the techniques discussed in the section dealing with alien sub search and recovery missions. Make your way toward the central core of the structure.

TRAPS & CAUTIONS

THE COLONY ENTRANCE

As you can see on the structure map in Figure 11-18, sections of the second level of the structure are open to the outside. Alien snipers just love to open fire on your units from these openings, so be observant.

A majority of the aliens occupying this level are armed with Disruptor Pulse Launchers, making for a very dangerous environment. Spread your aquanauts out so that other units are not endangered when one aquanaut is singled out for attack.

In addition to the large number of Disruptor Pulse Launchers in the area, a number of the aliens present are skilled in the art of molecular control combat. Beware of panic and molecular control attacks against your aquanauts!

The control center is a dangerous place. It consists of two levels. You cannot easily access the top level, a balcony, from below. Usually, five or more aliens guard the Exit Area from this balcony, with several more on the level below.

In order to get a clear shot at the aliens up top, your units must stand in the center of the room within the Exit Area to the lower colony. This makes your people prime targets for a devastating alien attack. Never try a direct assault on this room! (See "Tips and Tricks–The Colony Entrance" for ideas for a better attack plan.)

The little towers in the corners of the Battlescape almost always serve as the hiding place for alien terrorists or roving alien soldiers. If there is a direct line of fire between your units and one of these towers, be on the look out for sniper fire.

TIPS & TRICKS

THE COLONY ENTRANCE

There are two ways to get through the first half of the colony assault mission. The first is to kill all the aliens. The second is to move some or all of your units into the Exit Area in the control center of the base and to click the Dust Off button. Choose the latter option. It prevents exposing your units to unnecessary risk and keeps their Energy high for the second portion of the mission.

Most of the doors leading into the building housing the Exit Area lead into narrow corridors where your units become easy targets for aliens hiding at either end. Rather than navigating through these corridors, arm one of your aquanauts with a Disruptor Pulse Launcher and punch a hole directly into the central core of the complex. This not only gives you a quick way to get in, it also provides an opening through which

you can fire more shots from the Disruptor Pulse Launcher to clear the aliens out of the room.

Once you acquire molecular control combat ability, a colony attack can be one of the most enjoyable missions in the game. Arm your aquanauts having the highest M.C. combat strength with M.C. Disruptors. Find a wandering alien or, better yet, a sniper lurking in one of the open portals on the second floor of the structure and put that alien under molecular control. Use the alien to scout out the base, sending him directly toward the command center.

When you can see the aliens in the command center, put one or two of them under molecular control and start using their own Disruptor Pulse Launchers to blow the place apart. There's no faster way to clear a passage to the Exit Area. By the time you're finished, very few walls are left standing in your way. (See Chapter 10 for details on molecular control combat.)

Environment Two—Inside the Colony

After you clear all aliens from the area surrounding the colony entrance (or some of your units have used the Dust Off option to transport themselves from the Exit Area), you begin the second half of the mission. This portion takes you inside the alien colony itself.

The inner colony is still an aquatic environment. It consists of a random mix of rooms and chambers several levels high. Although the colony is darker than a sunlit Battlescape, it does have dim lighting in all the chambers. X-COM units begin this portion of the mission scattered amidst various levels on or near one of several Exit Areas.

The object of this portion of the mission is to find the central control room of the base and destroy the Synomium device hidden there. While the actual layout of each alien colony may vary, the control room always looks the same (see Figure 11-19) and is always located on Level 0 (the bottom level) of the colony.

Figure 11-19.
The Central Control Room of an Alien Colony, Showing the Synomium Device.

Once the Synomium device is destroyed, you must move each of your units into an Exit Area and click the Dust Off button.

Alien Deployment Two—Inside the Colony

The mix of alien subclasses found inside the alien colony itself is similar to that found outside. Lobster Men are almost always present, as well as a number of terrorist units. See Table 11-1 (see page 301) for details on the number of aliens present.

General Tactics Two—Inside the Colony

When your units arrive inside the colony, they are usually scattered between several locations at or near Exit Areas. However, they may be on several different Battlescape levels. Prior to moving anyone, check to see which level they are on. Your destination, the main control room, is on level 0 of the colony.

After establishing every unit's location, start moving to find the nearest elevators or stairs leading down. If you are lucky enough to have one or more units already on level 0, they should begin the search for the control room. As you move your units, kill all aliens you encounter along the way. Keep track of the route you use and use the same route back to the Exit Area after you destroy the Synomium device. This lessens the chance of running into alien resistance on your way out. Also, if you have enough units with you, you might want to leave one or two behind in an Exit Area to keep it alien-free and ready for your escape.

Once you locate the control room, wait until your entire force is assembled before beginning the assault on the Synomium device. The device itself is within the control room, a bunker in the center of a large, open chamber. To physically get to the device, enter the bunker and follow the small corridor running along its inside perimeter. Kill all aliens along the way. Destroy the Synomium device, then make your way back to the nearest Exit Area using the same route you used to get to the control room.

TRAPS & CAUTIONS

INSIDE THE COLONY

Many rooms within the colony have multiple entrances and small rooms resembling walk-in closets. These features make the rooms hard to defend, because aliens can hide in the closets and enter from any

direction. Never end a unit's movement in the center of one of these rooms. Leave them near one of the doors and keep their backs covered.

As in the surface battle at the colony entrance, many aliens inside the colony are armed with Disruptor Pulse Launchers. In the relative confinement of the corridors and rooms inside the colony, it is very easy to get sloppy and clump your units together. Don't.

The cavernous chamber surrounding the control room is a dangerous, hard-to-defend area. More than one level high, it has multiple hiding places around its perimeter. There are usually aliens on every side of the control room, just waiting for something to shoot. Don't just make a run for the control room; enter cautiously.

If you think the chamber outside the control room is bad, wait until you go inside. Aliens usually lurk in the corridor, and they can shoot an aquanaut almost before he knows the alien is there. Several aliens occupy the inside the control room itself. A single aquanaut is almost guaranteed to be killed, and there is no conventional way to mount an assault on the control room with several aquanauts at the same time. See Tips and Tricks–Inside the Colony for a practical solution to this problem.

The Synomium device itself is highly explosive. Use a grenade with a timed detonation to destroy it. If you shoot at the device, your aquanaut may be caught in the explosion when the device is destroyed.

INSIDE THE COLONY

Make good use of the chance to re-arm your aquanauts between the first and second half of the colony mission; it's an opportunity to re-equip without having to waste TUs. Load all weapons with fresh ammo clips, even if a few shots remain in the existing clips. It's a good idea to be fully loaded when entering the colony area.

A direct attack on the control room is a fools errand. Because of the dangers involved in a direct assault, the inside of an alien colony becomes one of the exceptions to the rule against using a Disruptor Pulse Launcher inside.

Arm one of your aquanauts with this weapon and have him follow the others as they clear a path to the control room. Once you reach the entrance to the chamber outside the control room, have him stand just outside the large chamber and fire a shot to open up the wall outside the doors to the Synomium chamber. When the shot hits, the control room wall and the wall to the Synomium chamber should be vaporized (see Figure 11-20 on page 316). With these walls down, you can easily

fire another shot from the Disruptor Pulse Launcher next turn to destroy the Synomium device. (If you aren't in a position where you can see the device, just aim for the middle of the room.)

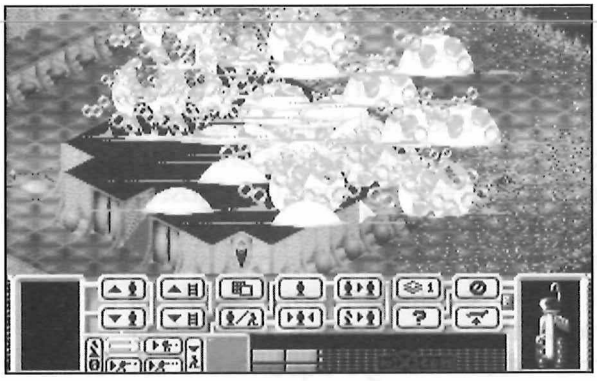


Figure 11-20.
A Less Dangerous Entrance to a Colony Control Room.

Molecular control can make the inside of the colony as much fun as the outside. When choosing the team you intend to use to infiltrate the colony, choose several aquanauts with high M.C. abilities and arm them with M.C. Disruptors. As you encounter aliens on your way to the control room, put them under molecular control and have them scout ahead for more of their kind. When you locate other aliens, kill as many as you possibly can. If you can't kill them all, put one of them under control and keep repeating the process. You can even find an alien with a Disruptor Pulse Launcher and use him to destroy the control room for you. Fun, fun, fun!

Synomium Activity Sites

NEW

Occasionally, a message appears on the Geoscape simply stating, "Alien Activity Detected." When you center on the source of the message, the area of activity is marked with a pink +, as if it was a terror site. However, there are no civilians in danger at this location.

The "alien activity" taking place here consists of a covert alien mission. The aliens are attempting to build and activate a new link in their Synomium network.

Synomium activity sites are very similar to alien colony raids, except they only remain on the map for as long as a terror site. You can also lose more points when dealing with a Synomium activity site (see Chapter 1 for details).

Environment One—Alien Pyramids

Unlike the area surrounding the entrance to an alien colony, the aquascape surrounding the entrance to a Synomium activity site is a very busy and complex area. The entrance to the site is surrounded by alien pyramids and other structures, which create many obstacles and hiding places. Movement can be difficult, and you can be easily surprised by a hidden alien. Luckily, these sites aren't in deep water, so the area is usually well-lit.

Like an alien colony mission, the first section of the Synomium activity site includes an Exit Area onto which you must move your units in order to transport them into the second half of the mission (see Figure 11-21). You can also move on to the second half of the mission by killing all aliens present amongst the pyramids.

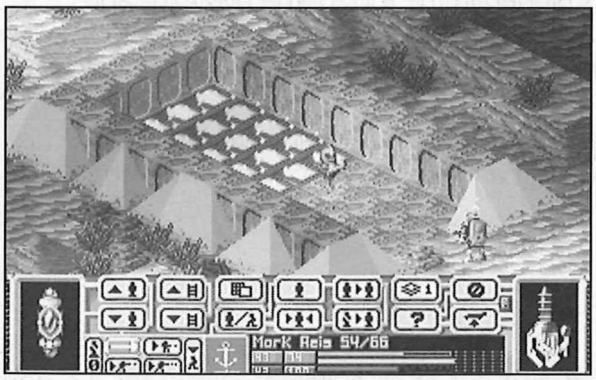


Figure 11-21.
The Exit Area of the First Part of a Synomium Activity Site.

Alien Deployment One—Alien Pyramids

As with other assault missions, the races of aliens found at a Synomium activity site vary depending on how far you have progressed in the game. Table 11-1 (see page 301) gives the details on the number of aliens you can expect to find at a Synomium site.

General Tactics One—Alien Pyramids

This Battlescape contains so many strange and interesting structures, it would take you forever to explore them–not to mention the unnecessary risk at which you would be placed. Unless it is absolutely necessary, keep your aquanauts out of all of these structures.

Leave the sub using normal deployment techniques (discussed in Chapter 10). Then, move your aquanauts along the ocean floor between the buildings. Keep an eye out for snipers and don't hesitate to fire some high explosive rounds into the buildings where you know aliens are hiding.

Like the first part of the alien colony mission, it is easier to move your units to the Exit Area and dust off than to find and kill all the aliens. Study the Exit Area shown in Figure 11-21. Although the layout of the ancient city is variable, the building that houses the Exit Area is always the same. Locate this building as quickly as possible, move your team in the Exit Area and click Dust Off.

TRAPS & CAUTIONS

ALIEN PYRAMIDS

Watch out for alien snipers hidden in the tops of the pyramids and between buildings.

Often, there are aliens present capable of molecular control attacks. Be prepared.

There is almost always a guard inside the entrance to the Exit Area. Remember this, so the first aquanaut around the corner isn't instantly killed.

TIPS & TRICKS

ALIEN PYRAMIDS

Keep your aquanauts off of and out of all buildings except for the one housing the Exit Area. Searching these buildings is a waste of time and puts your aquanauts at unnecessary risk.

Expand your search for the Exit Area outward from your transport sub in all directions. Very often, the Exit Area is within one turn's movement of your sub. Don't start by searching the other end of the Battlescape.

Environment Two—Inside the Synomium Site

The inside of a Synomium activity site reveals the same sort of setting as the inside of an alien colony. It is a four-level structure with moderate lighting (slightly darker than a colony), consisting of dozens of random, interconnected chambers. Your units start in or near Exit Areas and may be scattered between different levels of the site. The goal here, once again, is to find the control room, destroy the Synomium device, and return to the Exit Areas for dust offóor to kill all the aliens present.

The control room of a Synomium activity site is located on level three of the site. However the entrance to the control room is located on level 0 and is laid out differently than that of an alien colony. The chamber surrounding the entrance is more cramped and riddled with small nooks where aliens can (and usually do) hide, waiting to ambush intruders. Therefore, the approach to the device poses great danger.

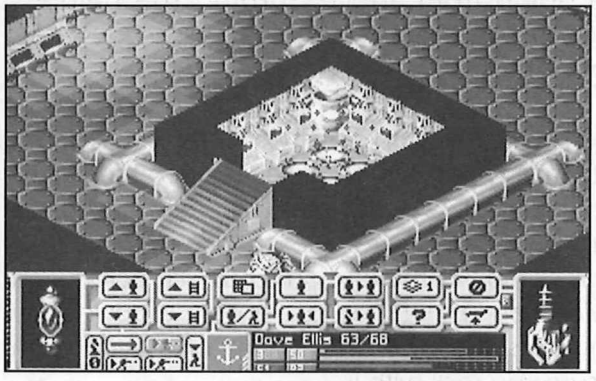


Figure 11-22.
The Entrance to the Control Room in a Synomium Site.

Alien Deployment Two—Inside the Synomium Site

Alien deployment inside the Synomium site follows the same standard pattern as alien deployment elsewhere in the game. Table 11-1 (see page 301) give details on the number of aliens you can expect to find.

General Tactics Two—Inside the Synomium Site

Although the layout and architecture are different, the completion of your goal in a Synomium site is handled in the same manner as the raid on an alien colony. (See General Tactics Two–Inside the Colony earlier in this chapter for details.)

The approach and the entrance to the control room differ somewhat, due to the layout of the Synomium site. Once you get past the aliens in the chamber surrounding the control room, getting to the device itself usually amounts to an easy walk up the steps and an elevator ride up two levels. Sometimes, but not always, aliens reside within the control room itself.

TRAPS & CAUTIONS

INSIDE THE SYNOMIUM SITE

More X-COM aquanauts are lost within the area outside the control room in a Synomium site than in just about any other single room in the game. Aliens (particularly Tentaculats) like to hide in the balconies and alcoves located in the upper corners of this chamber and above the entrances. A favorite Tentaculat tactic is to allow your aquanauts to enter the room, then to drop down from above, turning the helpless aquanaut into a Drone before you know it. Once these guys start dropping from rafters, they can usually wipe out your entire team in no time flat.

On occasions when aliens lurk inside the control room, you seldom know it until you are face-to-face with them. By then, it's often too late to act. Enter the control room cautiously. Aliens are often present who are capable of molecular control attacks. Beware!

If you decide to abort this portion of the mission (Dust Off) before you destroy the Synomium device, you lose 750 points for not destroying the device! Once you commit yourself to the second half of a Synomium activity site mission, make sure you stick with it.

The Synomium device is highly explosive. Use a grenade with a timed detonation to destroy it. If you shoot at the device, your aquanaut may be caught in the explosion when the device is destroyed.

TIPS & TRICKS

INSIDE THE SYNOMIUM SITE

Take advantage of the chance to re-arm your aquanauts between the first and second half of this mission. This provides an opportunity to re-equip without having to waste TUs. Load all weapons with fresh ammo clips, even if a few shots remain in your existing clips. You want to be fully loaded when entering the colony area.

When possible, keep your aquanauts out of the chamber surrounding the control room. It's dangerous! Unfortunately, the Disruptor Pulse Launcher technique used to destroy the control room of an alien colony doesn't work here. Therefore, always bring at least one Displacer SWS along with you on a Synomium mission. The Displacer can't climb the steps, but it can rise to level one and enter directly through the opening at the top of the steps. Move the Displacer onto the elevator, go up two levels, and fire a shot right into the device (directly in front of the elevator). While in the elevator alcove, your SWS is safe from the Synomium device's explosion. (See Figure 11-23 on page 321).

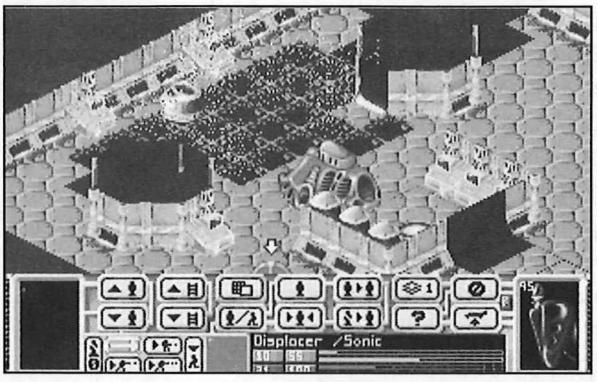


Figure 11-23.
The Safe Way to Destroy the Synomium Device in an Alien Activity Site.

Use the molecular control strategy described in Tips and Tricks Two–Inside the Colony. It works pretty well in a Synomium site, too.

Another molecular control strategy that works well is to place one or two aliens under molecular control and send them into the chamber outside the control room. The aliens hiding above are lured out to attack their alien friends who are now under X-COM control. This may bring the hidden aliens into your line of fire as you stand safely outside the doorways.

If you insist on storming the control room without the aid of an SWS, you can make things safer in the outer chamber by throwing several Particle Disturbance Grenades in either direction from the doorways. This sometimes kills the aliens when they come out of the corners to attack your aquanaut. Just don't throw any in front of the control room steps, or you'll end up stepping on them yourself!

When preparing to ride the elevator up to the Synomium device, turn your unit so that it faces left (with respect to the elevator entrance) prior to ascending. That way, the unit faces the device, as well as any aliens that may be guarding it when the elevator goes up.

Don't bother entering the little room next to the elevator chamber on level two of the control room entrance structure. There's nothing of interest there, and it's a good place to get ambushed.

Terror Sites

Terror sites are areas–a small island, a port facility, or a ship at sea–that aliens have invaded with the express purpose of terrorizing and killing all the human civilians in the area. Terror missions can be initiated by any alien race, and they always involve the presence of large numbers of terrorist units.

X-COM's goals when responding to a terror site are to eliminate or capture all aliens in the area, and to protect as many civilians as possible.

While terror missions are among the most difficult types of missions to complete, it is very important that you respond to each and every one. By ignoring terror sites, you not only lose 1,000 points (and potentially, a large chunk of your funding), you eventually run into problems with research if you don't take part in these assault missions. In order to build armor, you must first retrieve the corpse of a Deep One terrorist, and the Deep Ones can only be found at terror site locations early in the game.

Terror sites can consist of one- or two-part missions, depending on the setting in which they take place.

Environments

There are four types of terror sites in the game, each of which takes place in a different setting. The difficulty you encounter at a terror site is in many ways directly linked with the environment in which it takes place. All terror sites take place on dry land, so underwater-only weapons do not function.

Port Attacks

In a port attack, aliens invade the seaport of a major coastal city of the world. This is the easiest and most commonly encountered type of terror site. It is very similar to a city-based terror site in *X-COM UFO Defense*.

Ports consist of a series of warehouses and smaller buildings, with fenced storage areas and miscellaneous objects strewn about that can be used for cover. In addition to the normal buildings, ports usually include a number of towers resembling the guard towers of a prison. Some of these towers reach three levels tall and have enclosed structures on top.

Figure 11-24.
A Port Attack Terror Site.

Island Invasions

The next most common terror site appearing in the game is the island invasion, in which the aliens invade a tropical paradise to wreak havoc upon the innocent natives and sunbathing tourists. This mission is similar to the more rural terror sites and missions encountered in *X-COM UFO Defense*. Island invasions, like port attacks, are single-part missions.

The terrain of an island terror site is extremely hilly, making movement difficult. Adding to this difficulty is the fact that much of the island is covered with tall grass, which causes your aquanauts to more quickly lose Energy. The island contains many natural obstructions and cover (such as trees and underground tunnels), which aliens frequently use as hiding places. Usually, the island also houses several buildings, including a large hotel, that further complicate matters.

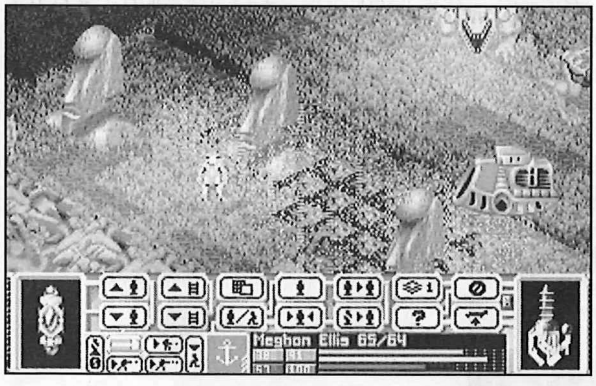


Figure 11-25.
An Island Invasion Terror Site.

Shipping Attack—Cruise Ships

NEW

As the game progresses, the aliens begin to attack shipping routes by actually landing a terrorist force on a ship at sea. Cruise ships are one of the two types of ships that fall victim to this type of terror mission, in which helpless tourists fall to the mercy of the alien hordes.

Cruise ship terror sites are comprised of two separate missions. In the first half of the mission, you must search the upper decks (four levels) and render unconscious or eliminate all aliens hiding there. The upper decks are mainly of passenger areas. The upper two decks consist mostly of open deck areas, a large ballroom, a casino, and a restaurant. The two decks below these areas contain mostly passenger quarters–a series of interconnecting corridors and small cabins–which are prime hiding places for aliens. Figure 11-26 (see page 324) shows a typical area of the ship during the first half of a cruise ship terror site.

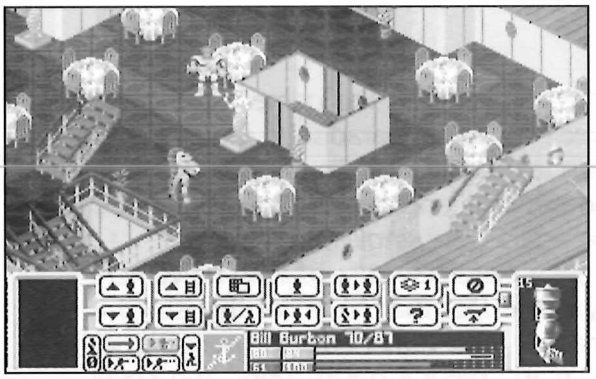


Figure 11-26.
A Terror Site on a Cruise Ship–Part One.

The second half of the mission starts in a designated Exit Area, located in the forward cargo hold of the ship. Once again, your job is to find and eliminate all aliens on four decks. This time, the areas to be searched consist of cargo storage areas (with lots of crates and such for aliens to hide behind); engineering sections with narrow catwalks and a number of smaller compartments; and crew quarters, which are laid out similarly to the passengers' quarters in the first half of the mission.

Figure 11-27.
Terror Site on a Cruise Ship–Part Two.

There are nearly twice as many civilians to protect on a cruise ship (combining the two halves of the mission) than there are in either a port attack or an island invasion.

NEW

Shipping Attack—Cargo Vessels

The most difficult type of terror mission in the game is arguably one that takes place on a cargo ship at sea. This time, the aliens are attempting to disrupt Earth's shipping trade, one ship at a time.

Like cruise ships, cargo vessel terror sites are two-part missions. The first part takes place on the upper decks of the ship. While there are several open deck areas and larger rooms, the cargo ship is more difficult to explore than the cruise ship. Most of the areas are composed of a maze of small, interconnected compartments in which aliens hide, making your aquanauts prime targets as they step through each door.

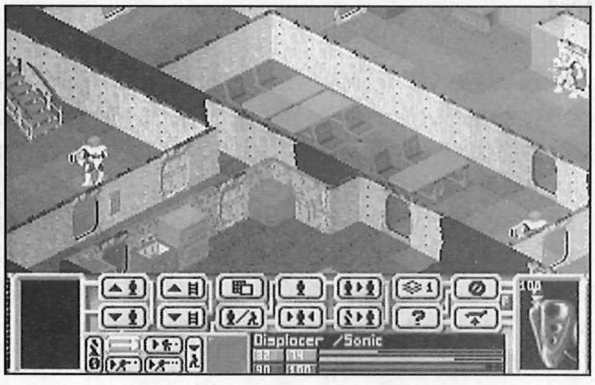


Figure 11-28.
Terror Site on a Cargo Vessel–Part One.

The second half of the mission takes place in the lower decks, starting in the Exit Area inside a large room at the bow. This part of the mission consists of compartments connected by narrow passageways and surrounded by catwalks.

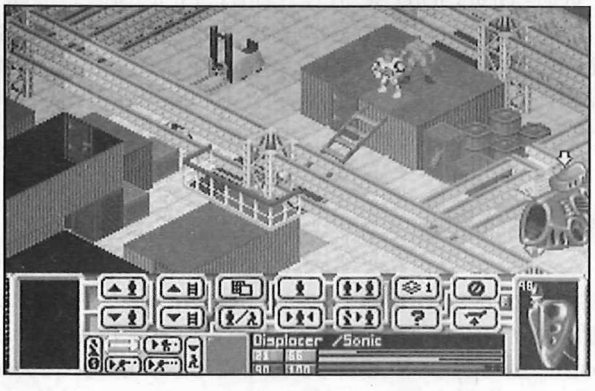


Figure 11-28.
Terror Site on a Cargo Vessel–Part Two.

Alien Deployment

Alien deployment for terror sites follows the standard deployment system, despite their different settings and locations. Table 11-1 (see page 301) gives details on the number of aliens you can expect to find at each terror site.

General Tactics

Since the terrain and setting for each type of terror site varies widely, different tactics apply to each area. The following sections illustrate the different tactics applying to each situation.

General Tactics for Port Attacks

Port attacks are as straight-forward as terror sites get. Bring along a good assortment of weapons, since you never know which alien races you might encounter. Use standard deployment tactics when leaving the transport sub (see Chapter 10 for details). Send your aquanauts out in teams of two or three, explore every open area, then start exploring buildings. Pay particular attention to the "guard tower" structures, as they are often favorite locations for alien snipers. Clear out buildings that are heavily infested with aliens by using high explosive weapons but try to spare the lives of civilians whenever possible.

General Tactics for Island Invasions

Because of the undulating terrain and the myriad hiding places, an island terror site can be dangerous. Use standard deployment to exit the transport sub and divide your units into search teams. First, search the entire outside landscape and root out all the aliens there. If any aliens reveal themselves inside buildings, divert a team of units to take care of these aliens before they can get outside and hide. Pay attention to the rooftops of buildings, as they are favorite places for alien snipers.

General Tactics for Cruise Ship Terror Sites

In the first half of the mission, use standard deployment to exit the sub. Divide your units into three search teams. Send two teams up the gangways to search the outside upper decks, send the other two down opposite sides of the interior hallways, and begin a room-to-room search. Aliens are more likely to be in open areas (hallways, ballrooms, etc.) than small rooms. Use the tables and other furniture for cover when entering the larger rooms. Avoid high explosive use to spare civilian lives.

In the second half of the mission, begin by clearing out all aliens from the cargo hold where you start the mission. After clearing this room,

send your units in separate groups down opposite sides of the ship. Thoroughly search the lower two levels before proceeding any higher. The aliens almost never leave the engine rooms and cargo area, so you may never need to go to levels three and four at all.

General Tactics for Cargo Vessel Terror Sites

Cargo vessels are more difficult to deal with than cruise ships. After leaving the sub (using standard deployment tactics, as always), divide into teams and send two of the teams up the gangways to search the upper decks. Meanwhile, send individual aquanauts to systematically search the maze of small compartments, moving toward the front of the ship. Always reserve TUs for at least a snap shot and never walk right into the center of a room.

In the second half of the mission proceed directly toward the back of the ship, flushing out aliens as you go. The first place you reach is an area where the deck on which you stand is surrounded by many catwalks and balconies. Send a team up to the balcony on either side to look for hidden aliens. These overhead catwalks and cargo lofts provide a myriad hiding spots for snipers.

Traps and Cautions

Each terror site setting brings its own unique set of dangers and difficulties. The next four sections detail some of the things you should watch out for in each type of terror site.

TRAPS & CAUTIONS

PORT ATTACKS

Be careful when searching the narrow area between the chain link fence and the ocean, a feature that exists at every port terror site. This is a dangerous area that only one aquanaut can move through at a time. Check behind all obstacles and inside all storage sheds.

One warehouse building appearing at many port terror sites is a favorite hiding place for alien snipers, who stand on the catwalk that runs across the inside front of the building's second floor (see Figure 11-30 on page 328). When you approach from the front, watch for sniper fire from the second floor windows. Move in from the side and stay close to the building. When you enter the warehouse, proceed immediately up the stairs or risk being shot from the catwalks above.

Figure 11-30.
A Troublesome Warehouse in a Port Terror Site.

The tops of buildings, especially the "guard towers," are favorite sniper locations. Beware!

Be careful when walking on the narrow catwalks that wind up the side of the "guard towers." Although tedious, move your aquanauts one square at a time when climbing the tower. Otherwise, they are likely to walk right off the edge or to cut a corner and step out into open space, causing you to start from the ground once again.

ISLAND ASSAULTS

Aliens love to hide in the valleys between the rolling hills of the island landscape. Never run over a hill and directly into the valley.

The tall grass combined with the hills severely limit your units' effective movement range.

Aliens sometimes hide in the maze-like tunnels found beneath the statues. Exploring these tunnels can lead an aquanaut to a surprisingly quick death.

Undulating terrain effectively reduces sight distance, weapons firing distance, and throwing distance.

CRUISE SHIPS

The tables providing your aquanauts with cover in the larger rooms of the ship also provide similar cover for the aliens.

A favorite alien tactic is to fire weapons and lob grenades from upper decks onto aquanauts on the decks below. Beware of this.

Aliens almost always hang out in the kitchen and pantry areas on the lower deck in the first half of the mission. These rooms are small and cluttered, so care must be taken not to fall victim to the hidden aliens.

In the second half of the mission, the cargo hold where you start is almost always crawling with aliens. Be careful! Don't move blindly among the crates.

Be careful when searching the small compartments separating the engine rooms at the rear of the ship from the cargo hold where you start. These rooms are perfect places for aliens to hide.

Don't stand too close to explosive oil drums!

Choosing to abort the mission (Dust Off) after starting, but prior to clearing the second half of the ship of aliens causes the deaths of all civilians on the ship. This happens regardless of having finished the first half of your mission.

TRAPS & CAUTIONS

CARGO VESSELS

Stay clear of the oil drum storage area located near your transport sub's landing area. This is a bomb waiting to happen.

Aliens often lurk inside or near the deck building on the starboard (right) side of the ship near your transport sub. Be prepared for weapons fire when you send your first aquanaut around to the other side of the sub.

In the second half of the mission, watch for alien snipers hidden among the cargo in the balcony surrounding the open cargo area in the center of the ship.

Choosing to abort the mission (Dust Off) prior to clearing the second half of the ship of aliens causes the deaths of all civilians on the ship, regardless of having finished the first half of the mission.

Tips and Tricks

As with other assault missions, certain tactics and strategies help you get through each type of terror mission.

TIP

A kind of cheat gives you some control over which of the four terror site settings in which you fight. If you saved the game just prior to being notified of a new terror site, you can return to that save and wait for the terror site notification again. A chance exists that the next terror site is in a different setting, since the game generates the location randomly. Keep doing this until you get one you like.

TIPS & TRICKS

PORT ATTACKS

Make sure each aquanaut carries more grenades than usual during a port attack. Grenades do wonders when trying to clear alien-infested buildings.

When an alien is standing next to a bunch of oil barrels, blow up the barrels. The explosion may kill an alien, whereas a single shot may not. A stray alien almost always hides in the little storage shack at the north end of the storage area shown in Figure 11-31. Make sure you do a quick search and destroy in this area.

Figure 11-31.
A Common Alien Hiding Place During a Port Attack.

Other common hiding places include the "guard towers," the little train yard (two sets of tracks that lead to nowhere), and the alleyways behind warehouses. Search these areas thoroughly.

If the building you are searching is chock-full of civilians, you can be 99 percent sure no aliens are there.

If Triscenes are present at the terror site and you have an aquanaut who is skilled at using the M.C. Disruptor, put one or more of these alien terrorists under molecular control. With their high number of TUs and their powerful weapons, Triscenes make handy tanks with which you can explore the terror site while keeping X-COM units safe from harm. Make sure you check all floors of a building before you start blowing things up. An explosion near a stairway may make it impossible for you to get to the higher floors.

Early in the game, before you acquire armor, go out of your way to bring a Deep One corpse back from a terror site. Don't blow up all the bodies!

If, for some reason, you donít yet feel ready to take on a terror mission, you can avoid losing the 1,000 points for ignoring the mission without having to fight the battle. Simply land, equip your aquanauts,

and immediately dust off. You still lose the points for the dead civilians, but this tactic is not considered ignoring the terror site.

ISLAND INVASIONS

Instead of rushing headlong into a valley, survey the valley from the top of a nearby hill. You may be able to shoot aliens hiding in the valley without actually coming face-to face with them.

The tunnels running under the statues pose a serious problem. If an alien gets inside, going in to kill it is a suicide mission. Due to some strange anomaly, however, you can often shoot these hidden aliens from outside the tunnel, through the hill itself. Don't ask why–just use it to your advantage.

Make sure you check all floors of a building before you start blowing things up. An explosion near a stairway may enable you to get to the higher floors.

If, for some reason, you don't yet feel ready to take on a terror mission, you can avoid losing the 1,000 points for entirely ignoring the mission without having to fight the battle. Simply land, equip your aquanauts, and immediately dust off. You still lose the points for the dead civilians, but this tactic is not considered ignoring the terror site.

CRUISE SHIPS

When you go to search the kitchen and pantry area on the lower level (during the first half of the mission), use high explosives to open a hole in the wall, rather than walking into the cramped rooms. With the walls down, you can usually see where the aliens are hiding and shoot them from outside.

Another fine place to use high explosives is in the cargo hold at the start of the second half of the mission. Move your units as far away from the crates as possible and hose down the whole room with high explosive rounds. You can sometimes take out a significant percentage of the aliens in this manner, since they often tend to congregate in this particular room.

Take full advantage of the opportunity to re-arm and reload between the first and second half of this terror site.

Using the land-then-dust-off technique described for avoiding battle in port attacks and island invasions proves much less effective in ship scenarios. Because of the two-level nature of these missions, so many civilians are present that you lose almost as many point by letting them die as you would by ignoring the terror site altogether.

CARGO VESSELS

When exploring the small rooms in the first half of the mission, open the door and take a look around from the outside before entering. Aliens often hide in the room, giving them a clear shot if you just step in.

Clear your aquanauts from the oil drums on the port side of the ship near the transport sub, and fire a shot into them to set off a chain-reaction explosion. If any aliens are hiding there, they are likely to die. If not, you succeed in removing a potential hazard to X-COM personnel.

Use the same high-explosive tactics described for the second half of the cruise ship terror site for clearing cargo holds in the cargo vessel.

Take full advantage of the opportunity to re-arm and reload between the first and second half of this terror site.

Using the land-then-dust-off technique described for avoiding battle in port attacks and island invasions proves much less effective in ship scenarios. Because of the two-level nature of these missions, the number of civilians present is so large that you lose almost as many points by letting them die as you would ignoring the terror site altogether.

X-COM Base Defense Missions

An X-COM base defense mission is a unique type of assault mission. Instead of loading up your transport sub and taking the war to the aliens, the aliens decide to take the war to you.

If you installed a Transmission Resolver in your bases, you can predict an upcoming alien attack on an X-COM base by checking the mission of each alien sub detected. If the mission is listed as "Floating Base Attack," check the destination of the alien sub. The destination reveals the location of the X-COM base targeted for attack.

When an attack begins, a screen appears to announce the attack. While this screen remains up, each of the defensive systems installed in the base is fired. The results are listed on the screen. If the defensive systems are successful, the alien sub may be destroyed. If so, you are notified and the game continues normally. If the alien sub is not repelled, the base defense mission begins.

Arming Your Aquanauts

As with every other assault mission, the X-COM base defense begins by giving you the chance to arm your aquanauts, using the Equip Squad

screen. Every aquanaut stationed at the base under attack who is not currently away from the base aboard a transport sub, is available to act in defense of the base.

When you equip your aquanauts on assault missions away from the base, only 80 items are available due to the capacity of the transport sub's cargo area. Many players assume that in a base defense mission, all weapons stored at the base are available for use during combat. This, unfortunately, is not the case. Not only are the number of available weapon and equipment items limited (to 110 pieces), the way the game decides which 110 items are available is an upsetting mystery to most. It is important to know how this is determined, so you know in advance which weapons are available from your total inventory for use in a base defense.

First, the game automatically filters out all weapons that can only be used underwater. Since X-COM bases are dry environments, this eliminates the chance of getting stuck with useless weapons. From the remaining equipment, the game chooses 110 available pieces based on a specific order, limiting the total number of each item to a predetermined quantity. Table 11-2 (see page 334) shows the order of preference the game uses to determine which equipment is available and the maximum number of pieces of each equipment type that can be present.

The game first selects the number one item on the list, adding up to the predetermined maximum number of this item to the base defense arsenal. (This predetermined figure prevents you from being stuck with 110 pieces of the same item, if you are foolish enough to keep that many of anything around.) The game then proceeds to the next item on the list and so on down the line, until the total of 110 pieces of equipment has been reached. In the case of weapons that use ammunition, all weapons are automatically loaded with the proper ammo, and the total amount of each type of ammunition is tailored to fit the number of weapons using that ammunition type. (In other words, if you have 50 Sonic-Blasta Power Clips stored at your base but no Sonic-Blasta Rifles, the clips do not appear in your base defense arsenal.) The ammunition clips loaded into the weapons do not count against the total of 110 items.

Because of this limitation on your available weapons during a base defense, it is important to keep only the weapons you really need in your base General Stores. If you don't sell or transfer unused weapons and equipment, you may end up unable to take advantage of the full diversity of your weapons arsenal during a base defense mission.

Table 11-2 Equipment and Weapons Available During an X-COM Base Defense (in order from first item to last item available)

Item	Number Available
M.C. Disruptor	10
Sonic Cannon	20
Cannon Power Clip	40
Sonic-Blasta Rifle	20
Blasta Power Clip	40
Heavy T.L.	10
Medi-Kit	6
Sonic Pistol	20
Pistol Power Clip	40
Sonic Pulser	10
Heavy Gauss	20
Heavy Gauss Clip	40
Gauss Rifle	20
Gauss Rifle Clip	40
Gauss Pistol	20
Gauss Pistol Clip	40
Thermic Lance	10
M.C. Reader	4
Thermal Shok Launcher	10
Thermal Shok Bomb	30
Gas Cannon	20
GC - AP Bolts	30
GC - HE Bolts	30
GC - Phosphorous Bolts	30
Magna-Pack Explosive	10
Jet Harpoon	20
Harpoon Clip	40
Magna-Blast Grenade	16
Vibro Blade	10
Dart Gun	20
Dart Clip	40
Particle Disturbance Grenade	10
Thermal Tazer	10
Dye Grenade	10
M.C. Reader	6

Destruction of Base Facilities

NEW

When the aliens invade your base, one of their goals is to destroy the base facilities. Vital systems may be lost if the aliens enter the upper level of your base. Avoid letting the aliens get upstairs.

You can also inadvertently destroy your own base facilities during the course of the battle. You must be particularly careful when fighting in the Air Lock. If the Air Lock is accidentally destroyed, the base (along with its personnel, subs, and equipment) is lost, whether or not you defeat the aliens.

Environment

As mentioned earlier, X-COM bases are dry environments. They are fairly well lit (although the Sub Pens seem a bit dark) and include no terrain features that cause undue loss of Energy or expenditure of TUs, except for the stairs to the upper levels. While the Air Lock facility is four levels high, the rest of the base facilities have only two accessible levels.

X-COM base defenses are single-part missions.

Alien Deployment

The number of aliens deployed to attack an X-COM base depends on the type of alien submarine assigned to the base attack mission. The only way to accurately predict the numbers and sub-classes of aliens during an X-COM base defense is to know which type of alien sub has landed. You can then refer to Table 11-1 (see page 301) and reference the alien deployment for the type of submarine involved.

General Tactics

After equipping your aquanauts, you immediately begin the base defense mission. Your aquanauts and SWSs are scattered throughout the base on both level one and level two. Levels 0 and four are accessible only through use of the Air Lock elevator.

All the aliens enter through either the Sub Pens or the Air Lock, so your first and only priority is to rush units to those areas as quickly as possible, blocking all possible exits (see Figure 11-32 on page 336). If you built your base in a defensible manner (as described in Chapter 3), this should prove an easy task. Otherwise, your forces must be scattered to cover the entry points.

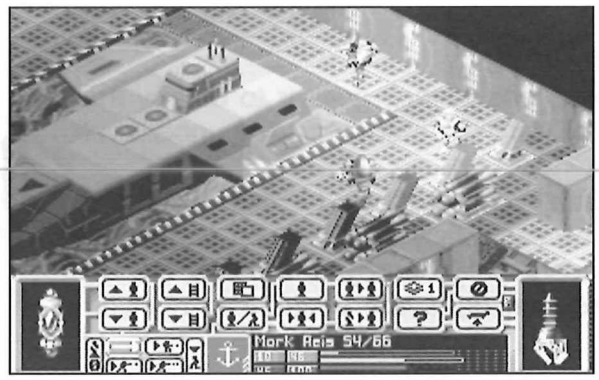


Figure 11-32.
X-COM Aquanauts Searching a Sub Pen for Alien Invaders.

To complete the mission, search all areas thoroughly and eliminate or capture all aliens.

TRAPS & CAUTIONS

The aliens always start in or near the Air Lock or the Sub Pens.

If you have an M.C. Generator at your base, there is no way to get to the second floor of it. So, if one of your aquanauts is unlucky enough to be initialized on the second floor of this structure at the start of the base defense, he or she is stuck there for the remainder of the mission.

Don't let aliens get into the upper levels of the base. They take forever to find if they get off of level one.

The weapons along the sides of the Sub Pens are highly explosive. Be careful when firing weapons in their direction.

Alien invaders often often possess molecular control capabilities. Be prepared for this.

TIPS & TRICKS

Check all four levels of the Air Lock thoroughly. Aliens love to hide there.

Use the explosive nature of the weapons stored in your Sub Pens to your advantage. If a group of aliens is standing next to them, use a high explosive to blow up the weapons rack and take out the whole group.

Once again, the wonderful science of molecular control provides an excellent way to win a mission with minimal X-COM involvement. Equip your molecular control experts with M.C. Disrupters. Find aliens and place them under molecular control. You can then use these aliens to find and kill other aliens.

Aliens who invade X-COM bases seem rather inclined to use Thermal Shok Launchers. Remember that stunned X-COM aquanauts can always be revived with a Medi-Kit, rather than allowing them to sleep through the whole battle.

Don't use the Dust Off option in a base defense mission. When you do, all equipment, personnel, and submarines (not to mention the entire base itself) are lost forever!

T'leth—The Final Battle

No matter how skillful you are at alien sub interception and the tactics of fighting assault missions, alien activity continues to increase month after month, threatening to eventually overrun the planet. It becomes clear that X-COM is merely treating the symptoms of the problem rather than trying to kill the spreading disease.

As you continue your research, the interrogation of alien Commanders eventually reveals the location of T'leth–an ancient alien city buried deep beneath the ocean's surface. There, in this ancient metropolis, the Ultimate Alien lies in stasis, waiting to be revived so that he may once again wield his power over all of the Earth. It becomes clear that in order to end the war, X-COM must journey to T'leth and destroy the city before the Ultimate Alien once again freely roams the seas.

The final portion of this chapter describes the task awaiting you as you journey into the depths of the aliens' main base of operations.

Getting to T'leth

In order to fight the final battle, you must first find the location of T'leth, then find a way to get there. The key to both is studying live alien subjects.

Interrogating aliens reveals the location of the alien city. An alien of Squad Leader rank or above provides the best source of information concerning the origins of alien species and their purpose here on Earth. Continued interrogation of these high-ranking aliens leads to the discovery of the location of the alien city.

The only way to transport your assault team to T'leth is to build a Leviathan flying submarine. The Leviathan is the only transport sub that can withstand the great water pressure at the depth of the alien city. In order to acquire the technology necessary to build the Leviathan, you must first discover the secrets of Alien Sub Construction and the various components of the alien subs (Zrbite, Aqua Plastics, Ion Beam Accelerators, and Magnetic Navigation). Finally, after several ensuing developments and the interrogation of a Lobster Man Commander, you can finally research (and eventually build) the Leviathan. (See the research paths illustrated in Chapter 6 for more details.)

Preparing for Departure

Once you build the Leviathan, you may embark on the final mission at any time. However, there are a few things you should consider before rushing head-long into the aliens' home city.

Selecting the Final Assault Team

T'leth is populated with a powerful assortment of aliens. Most of these aliens are armed with the most powerful weapons available in the game. Others, specifically the terrorists, possess their usual arsenal of built-in weapons, while still others posses powerful molecular control attack ability.

Because the competition is so overwhelming, your assault team for this crucial mission must be the best of the best. Choose a team of 10 to 14 of your best aquanauts. Take only the finest marksmen with the highest Bravery ratings. Veteran combat troops are always your best choice. All aquanauts should have a higher than average number of Time Units, as well as the Strength to carry enough weapons and ammunition to last through three consecutive missions.

It is also extremely helpful to take along only team members with higher-than-average M.C. Strength and Skill. Even if you don't intend to use molecular control combat yourself, high M.C. ability scores make it more difficult for the aliens to panic and/or control your people.

Equipment and Weapons

By the time you reach the T'leth mission, you have probably established a combat system that works best for you. Weapons choice, therefore, is entirely up to you. However, here are a few suggestions for what you might choose when packing for the trip:

- **Magnetic Ion Armor for All Aquanauts** If you don't already have it, build it. The extra protection and flight ability offered by this armor come in handy in this mission.

- **Spare Ammunition** The T'leth mission consists of three parts. The only sources of ammunition provided after the first part are dead aliens and your own backpack, and the aliens might not have what you need.

- **Grenades** And plenty of them. Sonic Pulsers are the best. A few well-placed explosives makes navigation in tight areas a lot easier.

- **Disruptor Pulse Launchers** Even better than grenades.

- **M.C. Disruptors** If your aquanauts possess good M.C. abilities, it can't hurt to put them to practical use.

- **Bladed Weapons** You are bound to encounter Lobster Men, and there is no better way to deal with them than with a Heavy T.L. in your hand.

- **SWSs** Bring along one or two. (I recommend the Displacer/Sonic, because of its flight abilities and its almost unlimited ammo.) However, the presence of SWSs in parts two and three of the mission creates a bit of a problem.

- **Medi-Kits** Once you begin the final mission, there's no going back to your base to heal the wounded. Without the aid of Medi-Kits, your aquanauts may not last long enough to make through all three parts of the mission.

Starting the Final Assault Mission

When you are ready to go, click the Intercept button on the Geoscape and select your fully-equipped Leviathan from the list of available subs. When you do so, you are asked to choose your destination. However, the Select Destination window is slightly different for the Leviathan. To begin the final mission, click the button labeled T'leth instead of clicking a location on the map. Confirm your decision when asked by clicking the OK button.

Prior to embarking on the final mission, save the game. If you abort the final mission by dusting off in any of the three sections, the game ends. Once you commit to the T'leth mission, there is no turning back–unless you return to a saved position.

Environments and General Tactics in the Final Assault

As you may have gathered by now, the final assault mission is played in three separate stages, each of which is treated as a full-scale assault mission. Each of the three mission sections has its own look and feel, with different hazards and navigation problems.

Part One—The Outer City

As always, the mission begins by allowing you to arm and equip your aquanauts. Once you have done so, the mission begins. Your units start the first part of the mission inside one of two "staging rooms" or somewhere in the rooms directly below (see Figure 11-33). The staging rooms are on level one. Each staging room features a large bank of elevators that your units use to descend to the lower level.

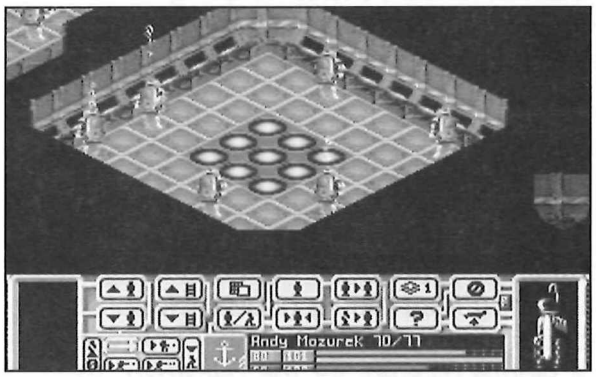


Figure 11-33.
The Staging Area in Part One of the Final Assault.

The Battlescape for this part of the mission rises two levels high. The layout consists of a vast series of dimly-lit chambers and wide corridors. SWSs can easily navigate the corridors but are unable to enter most of the rooms themselves. Many of the larger rooms include a small room inside that contains one or more elevators going to the top level. The lower level consists of empty rooms and miscellaneous small equipment, while the upper level houses large labs, machinery, and the power sources for this part of the alien city (see Figure 11-34 on page 341).

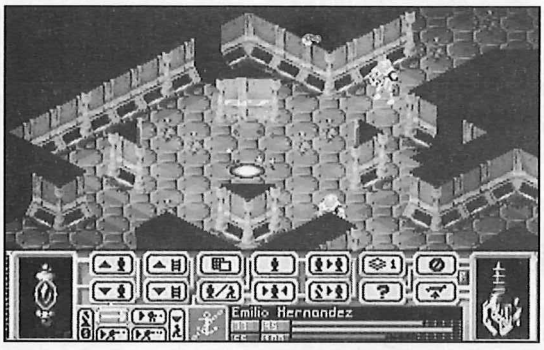


Figure 11-34.
A Typical Section of the Battlescape in Part One of the Final Assault.

Your goal in part one of the mission is to locate the Exit Area, move all your units into this area, and Dust Off. Alternatively, you may choose the more difficult task of locating and killing all the aliens on the Battlescape in order to advance to the next part of the mission.

Part Two—The Inner City

The second portion of the mission again begins with the arming of your aquanauts. This time, only the equipment they were carrying when they reached the Exit Area in the first part of the mission is available to them.

Once again, your units start inside two staging areas, this time on level 0. These staging areas are larger than those in the first part of the mission but have no elevator platforms.

As it turns out, the staging areas are about the biggest rooms found on either of the two levels of this section of T'leth. This part of the alien city consists of a series of small, dark rooms connected by corridors that are, in many cases, only one square wide. It is impossible for the SWSs to stray very far from the staging areas under normal circumstances. Many of the chambers on level 0 are open to level one above. The combination of dim lighting and narrow spaces make part two of the T'leth mission very hazardous (see Figure 11-35).

Figure 11-35.
A Typical Area of the Battlescape in Part Two of the Final Assault.

Once again, your goal is to find the Exit Area, move your units into it, and click the Dust Off button to move on to the next part of the mission. Alternatively, you may choose the more difficult task of locating and killing all the aliens on the Battlescape in order to advance to the next part of the mission.

Part Three—Crypt of the Ultimate Alien

The final portion of the T'leth mission begins with one more chance for you to re-arm and reload.

Your units all start in the same room in the final portion of the mission. Instead of a staging room, the area where you begin is actually marked in the usual Exit Area pattern of pulsating yellow squares. Unfortunately, it's not really an exit of any kind. The only way out at this point is either death or victory.

At first glance, the layout of part three of the mission is a pleasant surprise. It consists of a series of large chambers connected by extremely wide corridors. On top of the easily navigated landscape, the entire Battlescape is also brightly lit. Although the Battlescape in this part of the mission is two levels high (as in parts one and two), there are no actual rooms on level one. You can only access the upper level by flying above the floor in the rooms and corridors, most of which are two levels high.

Unfortunately, though this stage of the final assault presents no problems for aquanauts, any SWSs you manage to get through to this level are once again blocked–this time by dozens of sturdy doors, each only one square wide (see Figure 11-36).

Figure 11-36.
A Typical View of the Battlescape in the Last Part of the Final Mission.

The goal in the final portion of the T'leth Mission is to locate the stasis chamber of the Ultimate Alien and to destroy the power conduits that feed his life support systems.

Final Mission Alien Deployment

Part one of the Final Assault Mission brings its own unique mix of aliens, whereas parts two and three share the same deployment system. Details on the numbers and subclasses of aliens present can be found in Table 11-1 (see page 301).

Final Mission Traps and Cautions

As you can probably deduce from the descriptions of the Battlescape in each portion of the T'leth mission, specific problems associated with each area exist, as discussed in the following sections.

Part One—The Outer City

- Aliens often hide inside the 3 squares x 3 squares "elevator rooms" in the center of some of the larger rooms. Take care when entering these rooms; watch the corners and be prepared for aliens to descend on the elevator from the room above.

- Several of the rooms on level one of the base are filled with explosive machinery. Try not to get into a fire fight in these areas.

- The Exit Area, which appears to extend to the walls of the room on every side, is not as large as it looks. If you look at the map view for this room, you can see that it doesn't go all the way to the east and south edges of the chamber (see Figure 11-37 on page 344). Units against the south or east wall do not transport to the next level when you Dust Off. Also, the spaces occupied by the elevator do not count as part of the Exit Area.

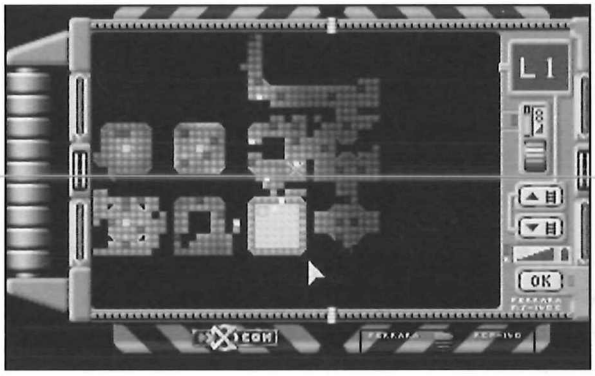


Figure 11-37.
The Deceptively Large Exit Area in Part One of the Final Mission.

- The Exit Area is usually at the opposite end of the Battlescape from where you begin. If you aren't patient when moving your units to the Exit Area, most of the aquanauts are likely to run very low on Energy by the time they get there. This energy loss carries over into the next part of the mission.

Part Two—The Inner City

- The narrow corridors and small rooms of this level make it impossible to properly space your units if you attempt to move in formation. Keep your aquanauts separated and don't try to move too many at one time. The staging areas are usually safe places to wait for the corridors ahead to clear.

- Many aliens here are armed with Disruptor Pulse Launchers.

- Molecular control attacks by aliens occur less frequently in this part of the mission.

- The Exit Area for this part of the mission is smaller than the Exit Area in part one. If you were greedy and brought too many units along with you, some of them may be forced to stay behind.

- The Exit Area is at the opposite end of the Battlescape. If you aren't patient when moving your units to the Exit Area, most of the aquanauts are likely to run very low on Energy by the time they get there. This energy loss carries over into the next part of the mission.

Part Three—The Crypt of the Ultimate Alien

- The Save option is not available in part three of the Final Assault: You must play the final portion of the mission from beginning to end.
- The aliens have few places to hide on this Battlescape; this is true for you, as well.
- Many of the aliens populating this part of the Final Assault often congregate in the rooms just outside the area where you arrive. Be prepared for this.
- The little metal wall sections next to the doors act like hills when it comes to movement. Your aquanauts can accidentally walk onto the edges of these walls, costing them a large number of TUs. Carefully navigate around these.
- Watch out for flying terrorists dropping from above in rooms with high ceilings.
- During this portion of the mission, your map view doesn't show the area layout like it does everywhere else. Only the positions of X-COM units and visible aliens appear on the map.
- There is no way to do any damage to the Ultimate Alien himself. Don't waste your time and ammunition trying.

Final Mission Tips and Tricks

Although this is by no means a complete list of all the clever things you can do to make life easier during the Final Mission, the following strategies can help make the defeat of the Ultimate Alien a little less tense and dangerous.

Part One—The Outer City

- Always use the Select Aquanaut buttons on the Battlescape Control Bar to cycle through your units. Since you probably have an extra large squad in the Final Mission, these options provide the best way to make sure all units get the chance to move and fight.

- Don't bother checking the little elevator rooms that appear in the center of some of the larger chambers. Doing so puts your aquanauts in unnecessary danger, and the elevators only lead to laboratory areas that need not be explored.

- Once you leave the staging rooms, you don't need to ascend to level one until you have located the Exit Area.

- Use M.C. Disruptors as part of your attack plan. Aliens under molecular control not only make excellent assassins, they can also be used to explore the area while your units remain safely hidden away.

- The Exit Area is easy to find in part one of the Final Mission. It is on the upper level (level one) and is the only level-one room (aside from the two staging areas where you arrived) with a bank of four elevator pads leading up to it (see Figure 11-38). Ignore all single elevators; they lead to useless areas.

Figure 11-38.
The Exit Area Entrance in Part One of the Final Mission.

- If you brought an SWS along, send it up to the Exit Area before your aquanauts. There is often an alien guarding this room.

Part Two—The Inner City

- Take advantage of the re-arming interval to reload all weapons for which ammunition has been partially expended. It saves TUs later in the mission.

- Narrow corridors and small rooms are unsafe. Use explosives to blast yourself some open space. If you brought any SWSs along, blasting out the walls provides your only means of moving the SWSs to the Exit Area.

- When you need to knock down a wall, find a Deep One and put him under molecular control. The Deep One's weapon is particularly good at blasting through walls in auto fire mode.
- Although the Exit Area is on level 0, the same level where you start, it is only accessible from a room above, on level one. Look for a nine square lift (up-elevator). The Exit Area entance lies to the southeast of the top of the elevator.
- Again, first send an SWS into the Exit Area before your aquanauts to check for alien guards.
- By the time you reach the Exit Area in part two, it is very likely your aquanauts are suffering from extremely low Energy reserves. Since the Exit Area here is very defensible, spend several turns just standing in place to regain your Energy. Usually, two or three turns of inactivity can do wonders (see Figure 11-39).

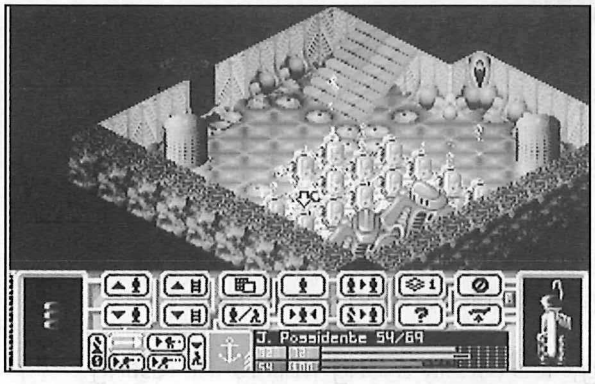


Figure 11-39.
The Exit Area in Part Two of the Final Mission.

- Save the game before you Dust Off from part two. This is the last chance you get to save.

Part Three—The Crypt of the Ultimate Alien

- Molecular control is more useful here than in either of the other parts of the Final Mission. Many aliens lurk near the point where your units begin. If you spot one, put it immediately under control and use this alien to scout the location of others. Put as many aliens as possible under M.C. control and use them to search the area.

- Molecular control need not stop at exploration. After you have seen what you need to see, find an alien with either a Thermal Shok Launcher or a Disruptor Pulse Launcher. Put all the aliens in the general vicinity under molecular control and move them into a cluster around the first guy. Then, fire the weapon into the square directly in the middle of the group. BOOM! (see Figure 11-40). This usually takes out everything but the Lobster Men.

Figure 11-40.
An Alien Mass Suicide Just Waiting to Happen.

- Getting SWSs through the doors is impossible unless you blow out the walls and doors periodically blocking your way with high explosives. Two Sonic Pulsers or a single shot from a Disruptor Pulse Launcher do the job quite nicely.

- Pick up ammunition (especially Disruptor Ammo) from dead or unconscious aliens. You are probably running low by now.

- Be patient; conserve Energy. It is usually a long walk to the resting chamber of the Ultimate Alien.

- The entrance to the resting chamber itself is usually guarded by a number of aliens. Look around before you go rushing in (see Figure 11-41 on page 349).

- The stasis chamber of the Ultimate Alien sits in the center of a large room, surrounded by eight power nodes (see Figure 11-42 on page 349). Each of the nodes can usually be destroyed with a single shot from a Sonic-Blasta Rifle. First, clear the room of guards (or put them safely under molecular control). Then, send in an aquanaut with a Sonic-Blasta Rifle and shoot two nodes per turn until the job is done. Don't worry about how close you are–the nodes don't explode.

Figure 11-41.
Guards of the Ultimate Alien.

Figure 11-42.
The Chamber of the Ultimate Alien. Your Final Goal.

Winning the Game

Once you navigate through the three levels of the alien city of T'leth and destroy the eight power nodes that keep the Ultimate Alien alive, the Second Alien War is finally at an end (see Figure 11-43).

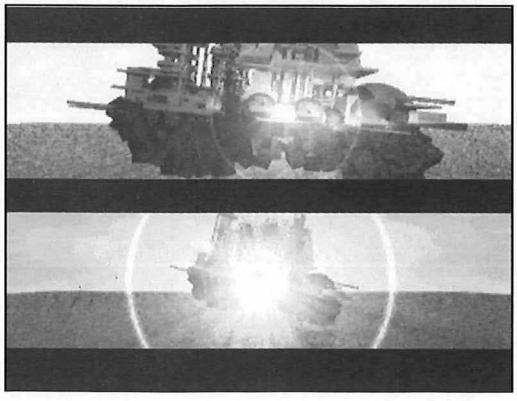
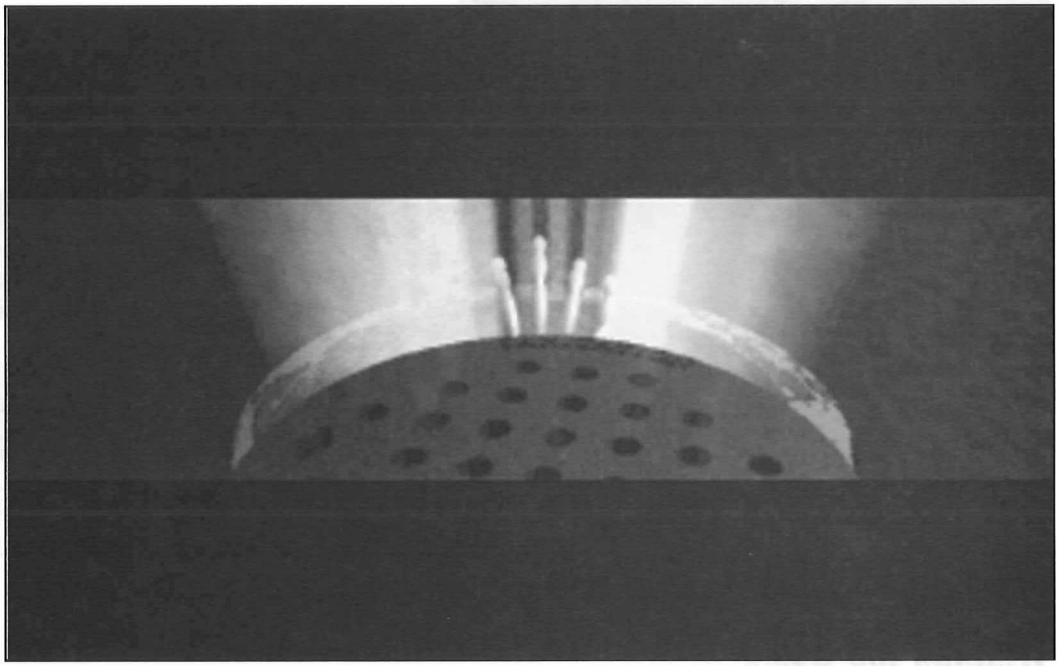


Figure 11-43.
Victory!

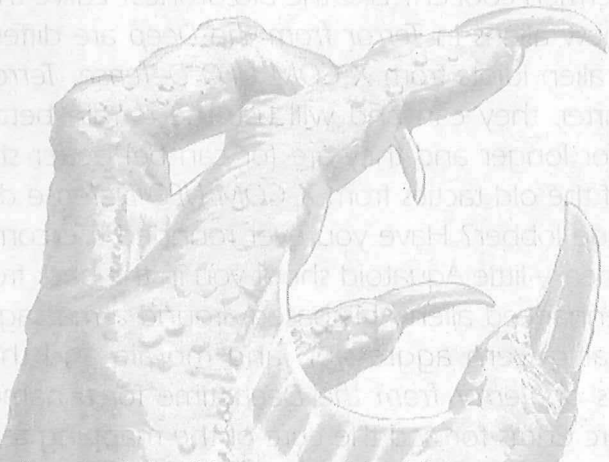
The great alien city that had begun to rise from the bottom of the sea explodes, taking the last of the aliens' aquatic empire with it. Soon, even the memories of the aliens' reign of terror begin to fade into the pages of history. With X-COM's victory over the terror from the deep, Earth is once again safe.



. . . Or is it?

Appendix A

Designer's Notes



Well where to begin, inheriting a world-wide success and meeting the expectations of die-hard X-COM players the world over never was going to be easy.

Terror from the Deep was one of twenty-three proposed ideas for X-COM 2, it was the first idea on the list. What environment is more terrifying to us than the unexplored vastness of our oceans–deep space is remote, the seas are all around us. A horror that is unseen, lurking, ever present was the key note of my initial concept.

A desire to tap into those legends and fictions that as an adolescent provided me with many hours filled with creeping horrors. I will freely admit that H.P. Lovecraft and John Wyndham always have been and continue to be major inspirations. So it is no surprise to many players to find homage to these two literary geniuses in *Terror from the Deep*.

So that's why. But gameheads will want to know the changes and the work involved in taking such a success and altering it, re-inventing, and giving a new game experience. The first and most important element of X-COM from a design point of view is the tactical engine. I do not propose to give away Julian's (the author of *UFO/X-COM UFO Defense*) secrets, but discuss what I did with a working system to change the gameplay.

As a team we were aware of the tremendous success of *X-COM UFO Defense*, and as devotee players ourselves we worked to tweak the interface, remove some annoyances and clean up the whole game environment. I hope people like the new cool bits, but I know that there are even more things people wanted, all I can say is I sympathize and next time guys.

Lobstermen cool eh? Like the Bio drones? Lurve them Tentaculats . . . .

The new aliens in *Terror from the Deep* are different; do not treat them like the alien idiots from *X-COM UFO Defense*. *Terror from the Deep* aliens are smarter, they can and will use the terrain better, they can track your troops for longer and they are (or can be) better shots. The upshot is that many of the old tactics from *X-COM UFO Defense* do not apply; ever faced a grenade lobber? Have you ever rounded the corner of a coral stack and had a sneaky little Aquatoid shoot you in the back from his hidey hole?

The enhanced alien AI is based around a massaging of the hidden alien stats that govern aggression and morale and the sterling work of the mappers on *Terror from the Deep*–time for a name check. Andy Williams and Marc Curtis formed the core of the mapping team and did things I did not think possible with a bunch of square tiles. Each map has routes and deploy points littered across it, and the sublime way these guys strung these together, controls the aliens actions. So you know who to blame . . . .

Remember keep your lances well oiled, you never know when you'll need to split some shell!

Stephen Goss
Senior Games Designer, Microprose UK.

Appendix B

Terror from the Deep Version 1.5 Update

Shortly before the final editing of this strategy guide, MicroProse began testing an updated version of *Terror from the Deep*, tentatively known as version 1.5. In addition to a number of tweaks to the game in general, this update specifically addresses two gameplay issues that were brought to the company's attention concerning the original release of the game. These alterations could have some impact on the strategies players have formulated based on the original version.

The information in this appendix is based on information obtained from the design team and the MicroProse Q.A. department. As of the time this was written, the patch disk was still in test, and the statistics and changes shown here may have undergone further changes before the update disk was mastered.

Molecular Control Changes

After the release of the original version of *Terror from the Deep*, there was some concern that it was too easy to take over the aliens using molecular control attacks.

In response to customer demand, the base M.C. Strength and Skill of the aliens have been altered in version 1.5. At the time this appendix was

written, the intention was that none of the large terrorist units (Hallucinoids, Triscenes, or Xarquids) would be at all susceptible to M.C. control, and many other aliens would have their M.C. Strength and Skill increased significantly.

Table B-1 shows the new M.C. Strength and Skill proposed for each type of alien. These values supersede those in Table 7-1 (see page 185) when calculating alien skill ratings in version 1.5.

Table B-1 Base M.C. Strength and Skill for Aliens in Version 1.5

Alien/Rank	M.C. Skill	M.C. Strength
Aquatoid Soldier	0	35
Aquatoid Squad Leader	0	35
Aquatoid Technician	25	40
Aquatoid Medic	0	40
Aquatoid Navigator	30	45
Aquatoid Commander	50	50
Gill Man Soldier	0	30
Gill Man Squad Leader	0	30
Gill Man Technician	0	30
Gill Man Commander	50	35
Tasoth Soldier	0	30
Tasoth Squad Leader	40	50
Lobster Man Soldier	0	35
Lobster Man Sqd. Lead	0	35
Lobster Man Tech.	0	35
Lobster Man Nav.	0	40
Lobster Man Cmdr.	0	50
Deep One	0	50
Triscene	0	100
Xarquid	0	100
Calcinite	0	90
Tentaculat	0	100
Hallucinoid	0	90
Bio-Drone	0	90
Drone	0	90

Changes to the Research Tree

The other major change in version 1.5 concerns the structure of the research tree. While most of the tree remains the same, some changes have been proposed concerning the research path required for advanced forms of armor.

The proposed change removes the Live Lobster Man Navigator from the research path for Magnetic Ion Armor, and adds a link between Ion Armor research and Magnetic Ion Armor. The effect of this is to prevent you from accidentally achieving Magnetic Ion Armor before you have researched Ion Armor.

The updated version of the section of the research tree affected by this change is shown in Figure B-1. This portion of the research tree replaces the corresponding portion of Figure 6-11(see page 157) when playing version 1.5 of *Terror from the Deep*.

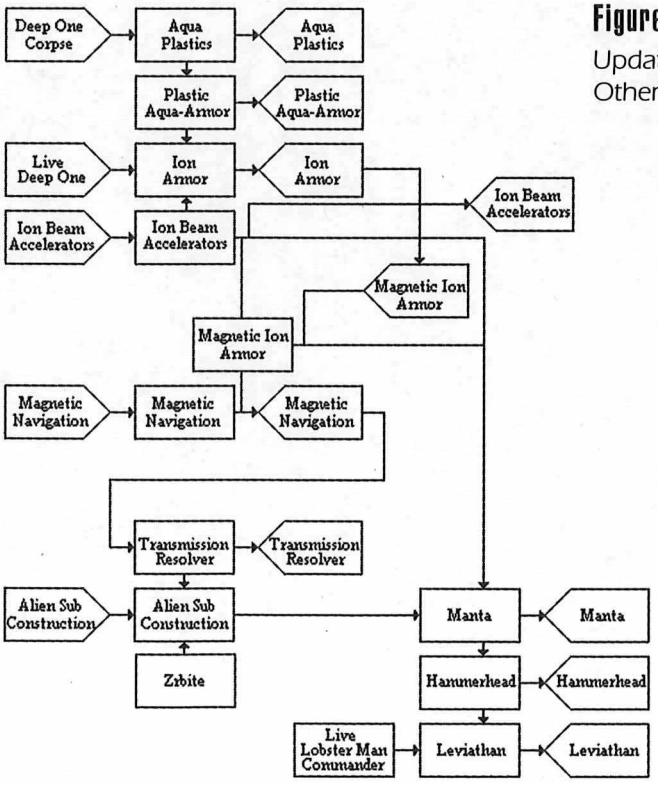


Figure B-1.
Updated Research Paths for Other Alien Technology (Version 1.5).

Whether or Not to Update

The two changes described above are the only ones in version 1.5 that have any major effect on gameplay as of the time this was written. It is entirely up to each individual as to whether or not to obtain and install the update. If you like the way version 1 plays, don't update. However, if you want the added challenge provided by these changes, you can obtain the updated version by contacting MicroProse.

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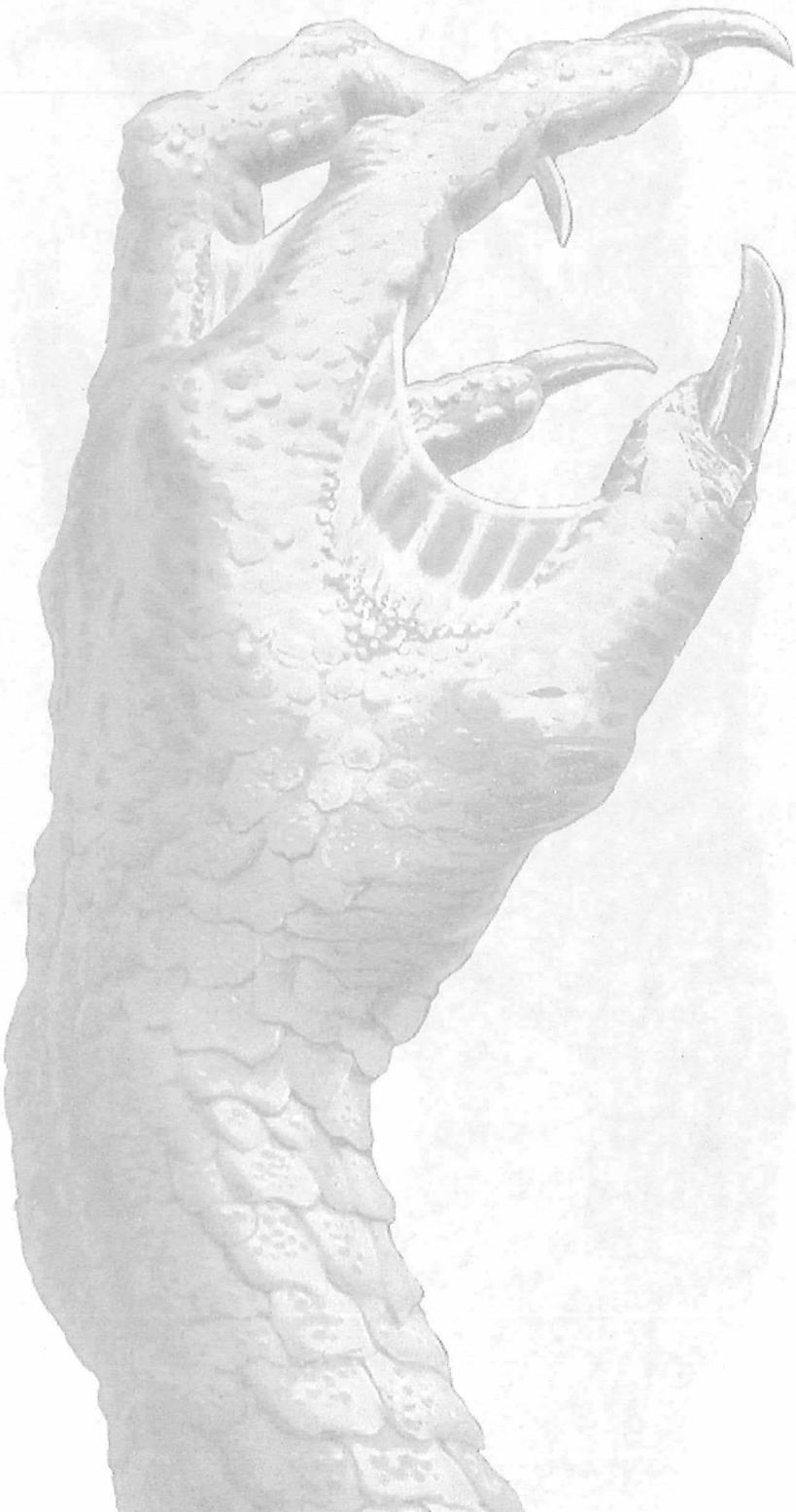

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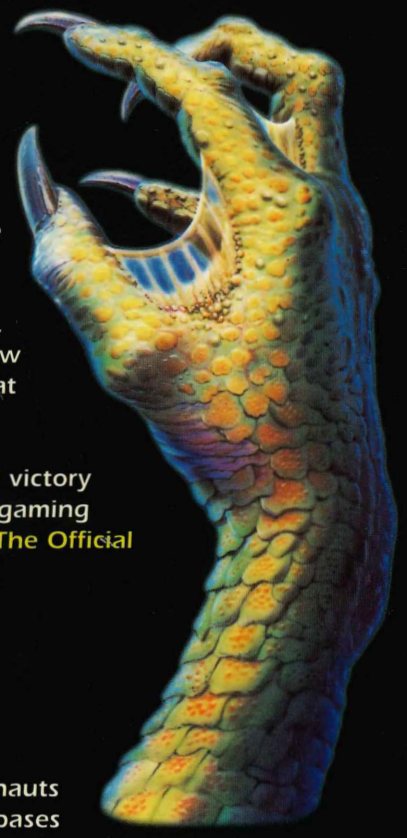

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